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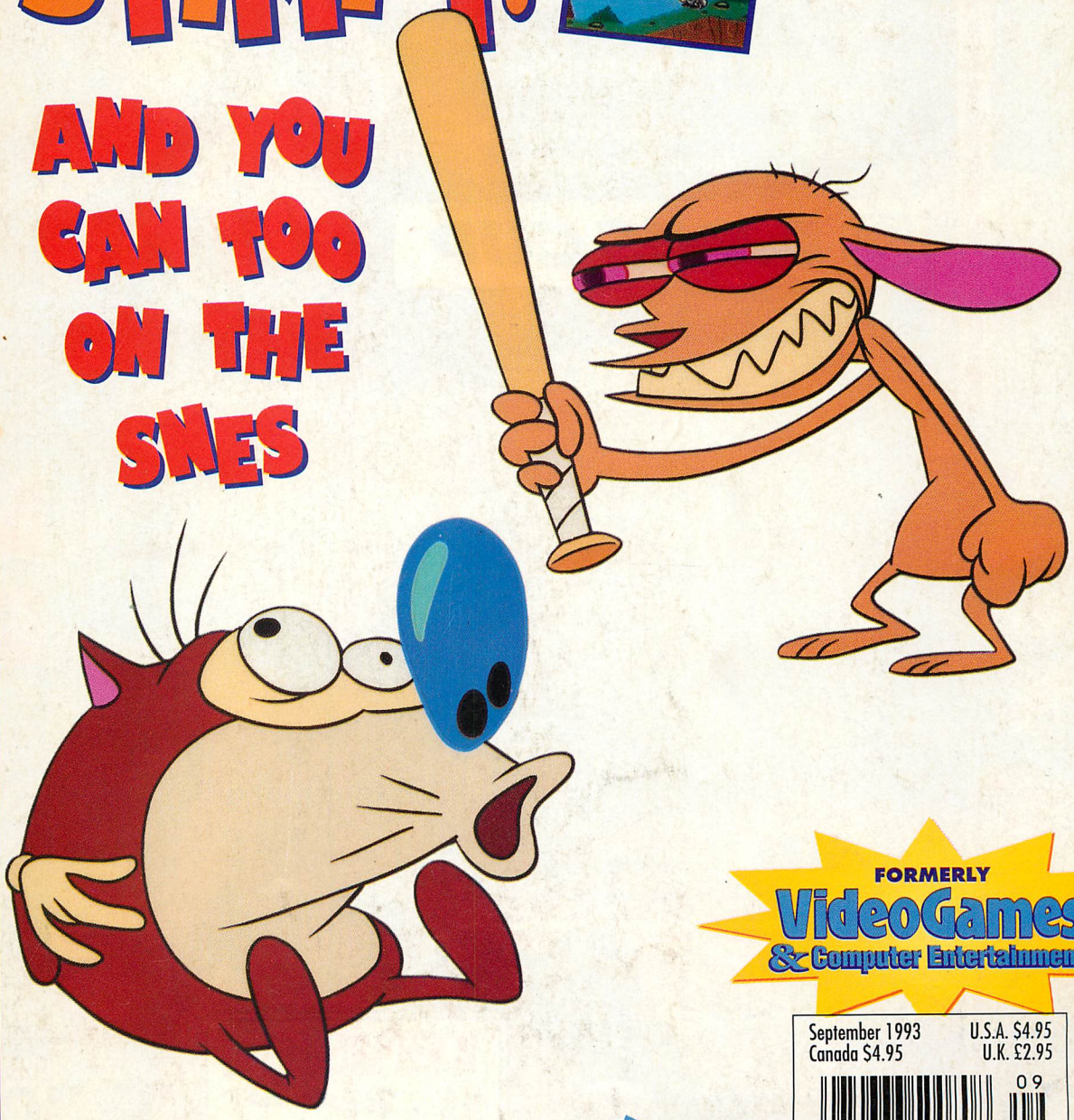

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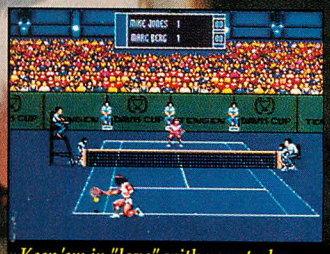

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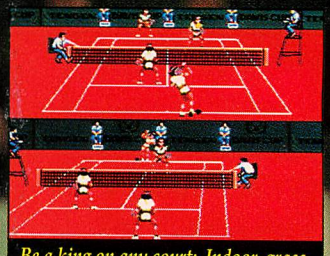

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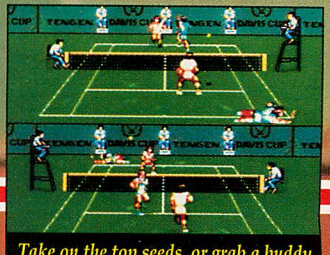

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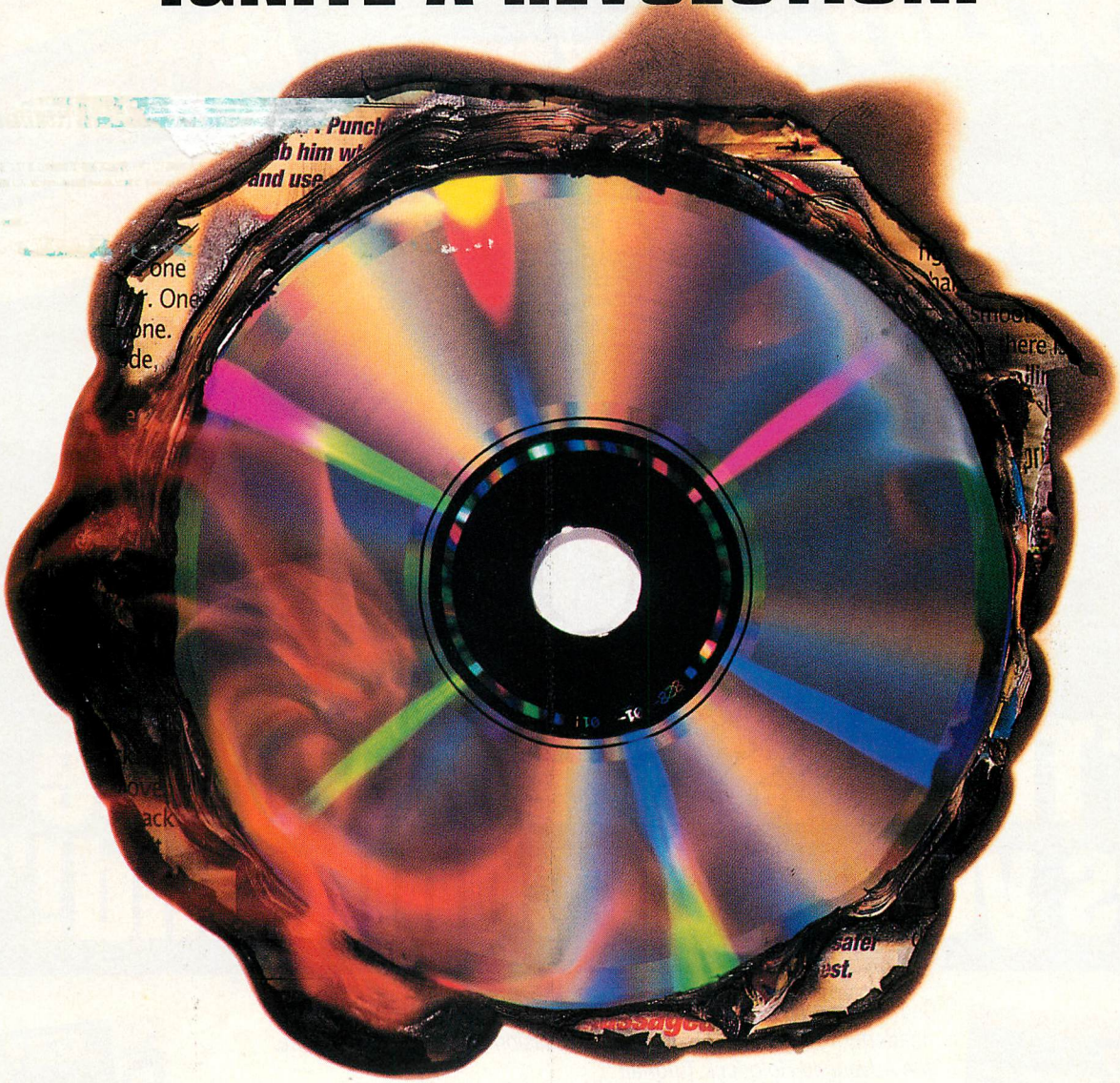

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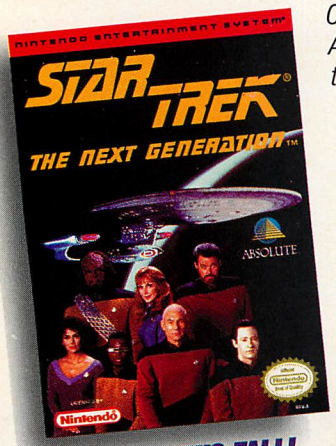

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SEPTEMBER 1993

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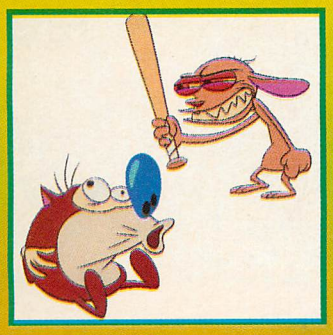

Cover: Ren & Stimpy smash their way into video games. Turn to page 38 for exciting previews of these two new carts.

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LETTER FROM THE EDITOR

VideoGames & Computer Entertainment®

What in the ❂✻✻□✻■✻ hell are you doing reading this page? **Now** that I have your most devoted and focused attention, I'd like to say hello and introduce myself as the new Executive Editor. And **NO**, I'm not going to have a picture of some guy who looks like **Jay Leno** on this page! What you see above this **unusual** text is representative of the **change** in both the leadership and evolution of our magazine. That is, the hiring of a madly insane and deranged staff (only **kidding**, or maybe I'm not).

I would also like to **welcome** aboard our new Editor in Chief, Chris **Gore**. Chris brings with him his creative **genius,** which has made many of our parent company's publications successful. Within the next few months, **together** we intend to **create** and fine-tune an electronic-gaming mag that is visually **exciting** and **cutting edge**—not **insulting** to your intelligence and definitely not boring.

The most obvious change is the name of the magazine, from VIDEOGAMES & COMPUTER ENTERTAINMENT to ***VIDEOGAMES***. Hold on! Allow me to calm all you computer-game enthusiasts down. We will continue to cover and support computer games as before, only **better**. But, after all, aren't electronic games, whether console or computer, both video games?

Now that I've **heartwarmed** you with my cheery opening editorial, I'd like to move on to the Summer **CES** in Chicago. I've told many of my most **esteemed** colleagues that I thought this past CES was one of the **best** shows that I had ever attended (i.e., at least for the video-game industry). Why? Two reasons: **First**, for the first time in several years, the McCormick North Hall was almost completely filled with manufacturers and representatives from the industry. And in some cases companies such as 3DO had to spill over into the East Hall. Game manufacturers that had previously hid in the **shadows** of the Nintendo and Sega licensee areas showed long-lost **enthusiasm** by presenting their ammo in separate, mammoth displays. What does that mean? They had **money** to spend! Which means they made a **profit** this year. **Very** good news for the industry.

The **other reason** this CES was so hot is the **quantity** and **quality** of the products shown on the floor. For example, Sega and its licensees showed a quality second generation of the Sega CD lineup (e.g., *Jurassic Park*, *Stellar Fire*, etc.).

Overall, giving credit where credit is due, I'd have to say that Sega, without a doubt, was the big **star** of the CES. That isn't to say, however, that Nintendo didn't have its **winners**.

Lastly, and on a **serious** note, I'd like to wish Andy Eddy the very best of luck in his **new** endeavors. Over the course of the past nearly five years (we **are** the oldest video-gaming magazine in the U.S.), Andy has **helmed** this magazine over **smooth** and bumpy waters. He has become one of the most notable persons in the industry. So, Andy, all the best! And remember, never *ever* buy a red kit sports car.

Onward and upward!

—Mike Davila, Executive Editor

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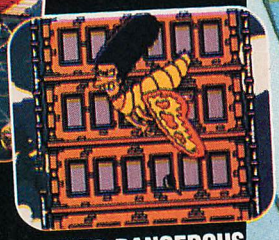
NEXT STOP... BART'S NIGHTMARE

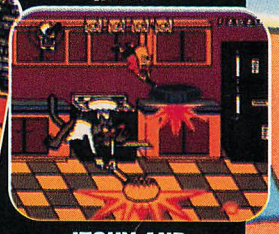
BARTMAN TO THE RESCUE



EVER-DANGEROUS MOMTHRA

IT'S SMILING JOE FISSION

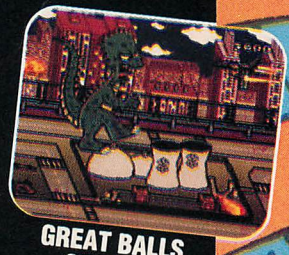
TEMPLE OF MAGGIE MAYHEM



ITCHY AND SCRATCHY HIJINX

READY... AIM... PLUNGER!

WHY YOU LITTLE...



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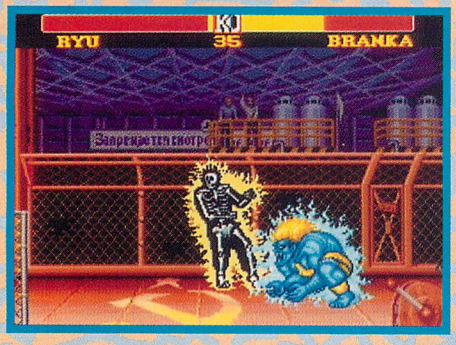
READER MAIL

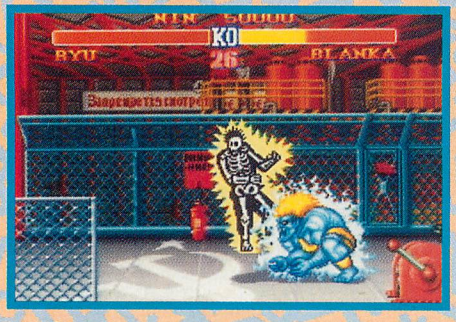
SF2, A BIT AT A TIME

In your May issue, you said that Capcom is coming out with *Street Fighter 2 Championship Edition* for the Genesis. In the winter edition of "Capcom Craze Club," it was said it would take at least four more megabits of memory to play the four boss characters in the SNES version of *SF2*. So does that mean that the Genesis version does not have better graphics or color than the SNES version?

—Kevin Johnson
Fayetteville, North Carolina



You tell us if the Genesis version's graphics (above) are worse than the SNES version's (below).



Capcom has been pretty vague in the past when asked about things like release dates and specs, mainly because things change so often. It doesn't want to get caught in a change of a product—such as what happened when the Genesis version switched from a June to September release and from Champion Edition *to* Hyper Fighting.

Recent peeks at the various SF2 *games at the Summer CES told us that both the Genesis and SNES versions will be good; word of the TG-16/Duo version is rumored to be just around the corner.*

From the standpoint of specifications, here's what we found out from Capcom, with regard to the different versions, present and future:

version	size (mbits)	colors
SNES	16	256
Genesis CE	24	64
SNES Turbo	20	256
Duo CE	20	512

CD—BOOM OR DOOM?

Recently, a disc-jockey friend and I were discussing new audio equipment coming out. He said he was considering buying a recordable CD machine for his business. Being the manager of a video-game and computer software store, I am very concerned as to what effect these machines will have on the sale of CD-based software and hardware. It seems to me that rampant piracy would literally kill the fledgling CD market before it has a chance to experience its full potential.

My question is: Do any of the major companies—like Sega, Nintendo or TTI—see this new technology as impending doom? Or are steps being taken to make video-game CDs incompatible with the recorders?

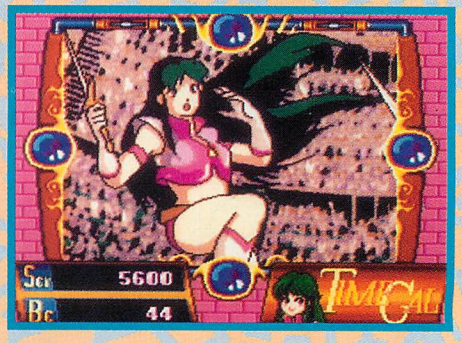
—Michael Sieber
Wheeling, West Virginia

At some point in the future, recordable CD machines will be a common item, but it won't be for a few years. For the time being, though, we expect that the high cost of these devices and their expensive media will keep away recreational pirates. It's certainly something to keep an eye on, but until the cost of this piracy is far less than that of buying a game console and its software, it's not going to be much of a problem.

RAGGING ON THE RATINGS

In your May 1993 issue, you reviewed *Time Gal* by Renovation. In the review, your reviewer gave it an above-average rating. What's the deal? You gave a lame game a good review.

Please don't encourage Sega and other third-party companies to pollute the market with these suboptimal games. I have wasted my money on *Time Gal*, *Cobra Command*, *Road Avenger* and *Night Trap*. Besides being out the money, I am out the time wasted on these lame games! In a year, you will look back and say, "Boy, *Time Gal* was really bad."



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In Japan, the Mega Drive CD system has some great games. If Sierra On-Line ever brings some of its great computer games to the Sega CD system, look out, because you are going to feel pretty faced. Please stop encouraging the production of low-quality games.

—David Sihota
Pleasant Hill, California

This is a classic case of "one man's ceiling is another man's floor." You may not like a particular game, but others do. This is the main reason we tell readers that a review provides one opinion, and therefore shouldn't be used as anything more than an indication of what you can expect in the game. Only you know what you like or don't like in a game.

We agree that there are a lot of lame games for the Sega CD, and it's a concern for owners of the peripheral. As well, it's not going to fall to Sierra to save the unit with its software—at least, not with slowpokes like Willy Beamish. *The Sega CD isn't a speed demon, and developers have to start writing games that will address the strengths of the unit—such as creating g-i-a-n-t scrolling platform games—and get away from the weaknesses. Many people have said that there is too much concentration put on use of full-motion video also. The key is to create fun games, and, if you can't see what's going on, it's not much fun. Wouldn't you agree?*

GAME BOY WITH COLORS?

I know you will never print this letter, but I caught you this time. In your May '93 issue, you mentioned that you didn't subscribe to the flashy pictures and false hype that other mags do. You stress truth in your mag. How is it that in the countless issues over the past year you have shown Game Boy pictures altered to enhance their image?

I can't count how many times I have seen blue, yellow and countless shades of brown when the Game Boy ads/reviews are done. Wasn't it your mag that advised buyers to demand that the game manufacturers put actual screen shots on their packaging, so we consumers could fairly judge their qualities?

In your May '93 *Gaming on the Go* section, I actually saw white shading in the Game Boy reviews. How is this possible on a machine like the Game Boy? I could understand on an advertisement, but not on a review that is supposed to be governed on an impartial basis.

I am looking forward to your response in the mag for all to see, mostly because I am currently deciding whether I should renew your mag for two years and get a neat T-shirt to boot.

—Henry (Mark) Bodnar
Worth, Illinois

Hey, go for the T-shirt! While you're scribbling your subscription offer, we'll explain our way out of this one. Everyone knows the Game Boy isn't a color system, don't they? With that in mind, we "tint" Game Boy screens that go in the magazine—along with any other black-and-white images—because they...well, they'd look pretty boring in a color magazine, wouldn't they? The images aren't "faked," but rather are made more pleasing to the reader. Sorry if you thought we were trying to put one over on you.

However, as we've said before, the hype we complain about isn't as obvious. When a magazine talks about a system that hasn't been announced or you only see an "artist's rendition" of what it will look like, take a step back and be ready. That's usually when truth is bent to its extreme—if it exists at all.

THAT TIME I THINK SHE SAID, "BURNING SPIN KICK"

You may think I'm a lunatic, but you made an error in your May 1993 magazine. You said Chun Li says "Spinning Bird Kick" when she does

her whirlwind kick. I don't care if you said "trust us" or not, she says "Spinning Star Kick." Anybody can tell what she says if they listen closely. What made you think that it was "Spinning Bird Kick," anyway?

—Aaron Murray
Fort Worth, Texas

No, really...you can trust us! We know what we're talking about. Our reference material on this particular item was an audio CD from Japan, which lists all the various moves that the characters use during the game. Among them is the move in question, which best translates phonetically into "Spinning Baado Kiiku." So, did we convince you?

MODEM OWNERS!

VIDEOGAMES can be reached online with comments and hints. We'd be happy to hear from you. Electronic mail can be sent to us on the following systems:

CompuServe: 70007,3554
Delphi: VIDGAMES
GEnie: VIDGAME
Internet: VIDGAMES@DELPHI.COM
America Online: VIDEOGAMES

If you would like more information on how these systems operate and how to sign up, give them a call, and be sure to tell them VIDEOGAMES sent you!

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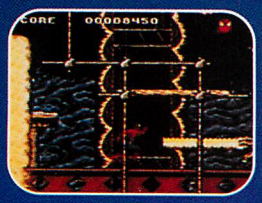
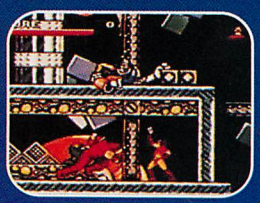
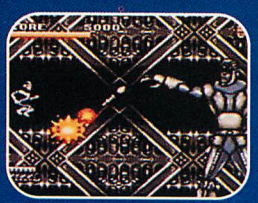
GEnie: (800) 638-9636
Delphi: (800) 695-4005
America Online: (800) 827-6364



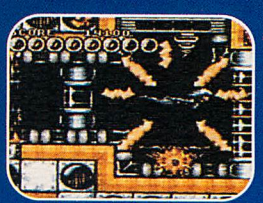
YOU'RE IN FOR A SHOCK, WEBSLINGER!



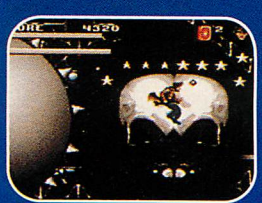
STOP JUGGERNAUT'S RAMPAGE



BLAST MASTER MOLD WITH OPTIC BEAMS!



UNLEASH YOUR LIGHTNING STORM!



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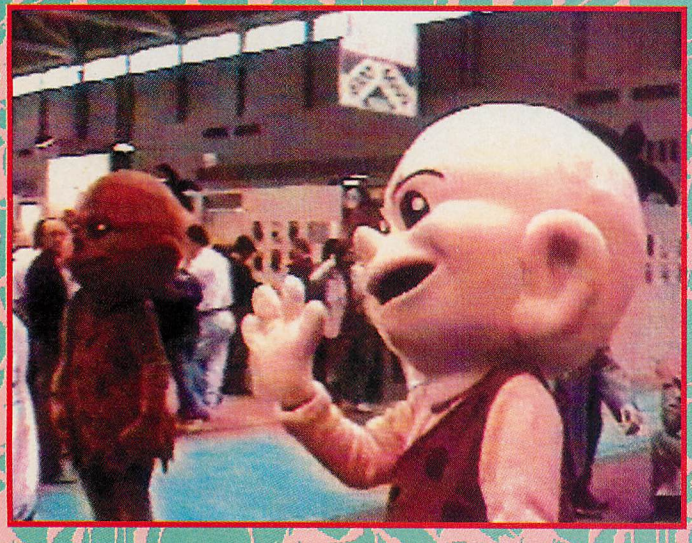
YEA & NAY

Yea

After *VIDEOGAMES'* hard-fought second-place finish in TTI's second "Bomberman Battle," won by the great folks at *GamePro* (who took two out of four matches, thanks in part to their secret weapon, Janice "Bomberwoman" Krotty), we found out something very neat about the people inside the Bonk costumes roaming around the Turbo Technologies booth. They had been hired by TTI through Jobs for Youth Chicago, an organization that helps underprivileged inner-city youth find temporary and permanent employment. Sandy DeSherlia, the staffer at Aldridge and Associates (TTI's public relations firm) who first contacted Jobs for Youth Chicago, reports that the five teenagers hired to work the CES floor did a fantastic job. A big Yea to TTI for its philanthropic act, and a big Yea to Sandy for giving us the whole story.



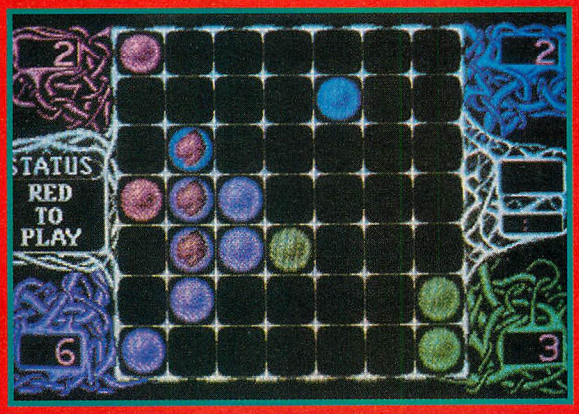
Nay

The words "virtual reality" have become the most misused pair of words in the game industry, as marketroids splash them onto everything from Accolade's (Domark) *Virtual Reality Studio* (which was originally and more accurately named *3-D Construction Kit*) to the video game *Virtual Soccer* (which simply uses a *John Madden Football*-type view of the action). So just what *is* the definition of virtual reality? Here's a quote taken from a promotional pamphlet for the VictorMaxx virtual-reality unit: "[Virtual reality is] a fantasy multimedia stimulation of the senses. VR presents changing perspective as the user shifts. It allows interacting with—and in—a realistic, computer-generated 3-D illusion." In other words, any computer or video game, whether it uses 3-D graphics, first-person viewpoints or other VR-ish elements, is not virtual reality. As the magazine *Computer Gaming World* eloquently wrote in a 1992 editorial that seems to have gone unheeded: "No 'flat screen' representations of alternate worlds, no matter how excellent their 3-D technology and collision detection may be, should be marketed as virtual reality. It just isn't honest." Hear! Hear!

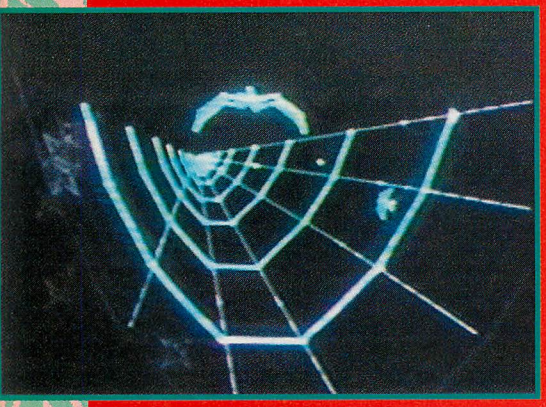
Yea

A long, long, *long* time ago, we wrote a Nay about annoyingly bad Japanese-to-English translation in video games. Since then, translation has become much better. In fact, we had to think mighty hard to come up with fairly recent games with syntax from another planet: *Samurai Ghost* (TTI for the TG-16/Duo), *Super Ninja Boy* (Culture Brain for the Super NES) and *Cobra Mission* (MegaTech for the IBM PC). We don't expect future MegaTech games to suffer the same problem, since it's hired a *VIDEOGAMES* veteran to rewrite and Americanize the Japanese translations. A Yea to MegaTech for its wise maneuver, and a Yea to the game industry for working to eliminate sentences like *Super Ninja Boy*'s "I got excited at him."

COULD IT BE...?

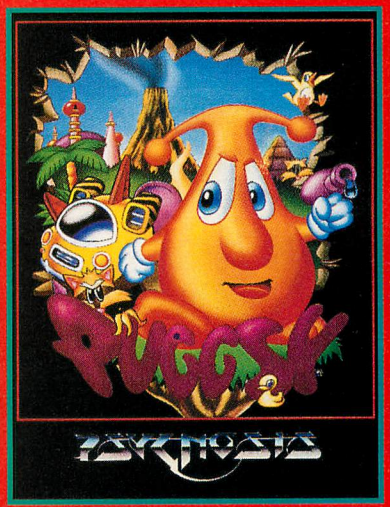


• Could it be that the microscope puzzle in *The 7th Guest* has its roots in a European budget-computer game called *Infection*? *Infection* was reviewed in several European magazines, but, before its release, Virgin acquired the rights to the product and turned it into *Spot: The Computer Game* (no relation to the Genesis and Super NES game *Cool Spot*). Graeme Devine came up with the Spot character tie-in idea and programmed the PC and 8-bit NES versions of *Spot*; Devine also happens to be the lead programmer of *The 7th Guest*, which explains the microscope game's devastating AI. *Infection* did end up being released in the United States as a coin-op game.



• Could it be that the GCE Vectrex (featured in the article "Ahead of Their Time" in our April '93 issue) is alive and well and living on the Internet? It seems that the creators of the Vectrex have placed all their work into the public domain and compiled it into a giant binary file that can be found at several Net nodes. This treasure trove of a file contains tons of technical information on the Vectrex and, much more interestingly, every Vectrex game ever released—and even a few games that weren't! To play these games, you have to desolder the chip out of an existing Vectrex cart (instructions for doing this are in the file), transfer the computer data into an EPROM chip and plug the EPROM into the Vectrex cart. Our resident Vectrex man, Mike Davila, has gone through the de-soldering step, but he's still trying to hunt down the 2732 EPROM; if anyone's managed to find the proper EPROM and play the games in the file, please write or call us so that we can pick your brain for more information (and update this item in a future issue).

• Could it be that the main character in *Puggsy* (Psygnosis for the Sega Genesis) is based on a character that originally appeared in a graphic demo for the Commodore Amiga several years ago? The demo was called *Puggs in Space*, and followed the adventures of a cute alien as he explored the planet Earth. *Puggs in Space* was described in one public-domain software ad as "a classic demo; the kids will love it." *Puggsy* was originally announced as an Amiga game, but that version seems to have gone into limbo; look for an update on the status of the Amiga *Puggsy*—and pictures of *Puggs in Space*—in an upcoming *Could It Be?* (Could it be, a two-part *Could It Be?* Hey, why not?)



• Could it be that *VIDEOGAMES* obtained a memo detailing some of the changes Nintendo of America required in the smash hit Super NES adventure game *Shadowrun*? Read on for six shocking examples of the filth and perversion that Nintendo protected you from:

1) "Please remove 'Bar,' 'Barman' and any other references to alcohol. This includes nonspecific 'drinks.'"

2) "Please change 'Mike's Chop N' Shop' to something less graphic."

3) "Please change 'Well she's O.K. if you like tail.' to something less sexually suggestive."

4) "Please change 'You can kill anything,' as the player cannot 'kill.'"

5) "Please remove 'Babe' or any other stereotypical derogatory names."

6) "We do not believe that 'Dances With Clams' is an offensive name. However, you may want to check with your legal department regarding copyright or trademark infringement problems you may incur."

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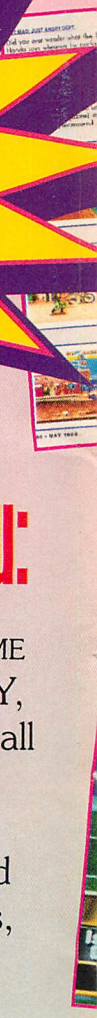

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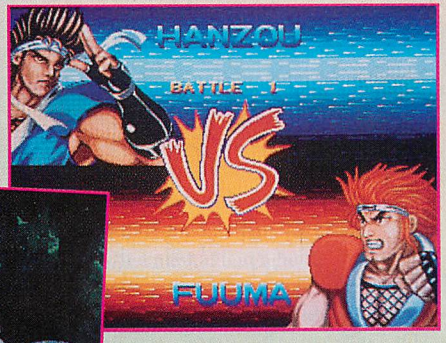

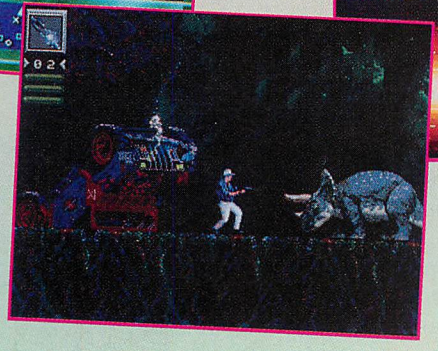

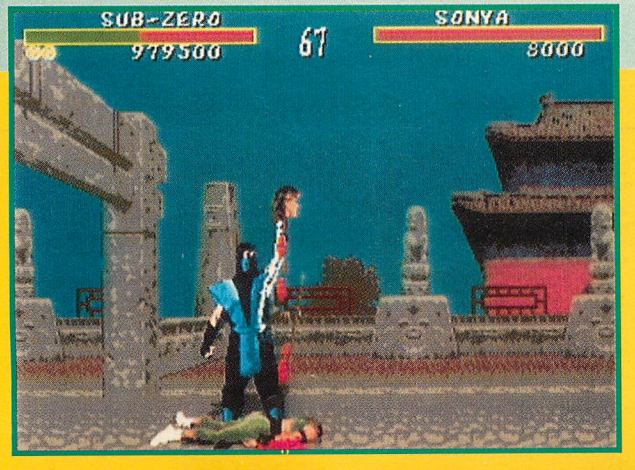

Mortal Kombat

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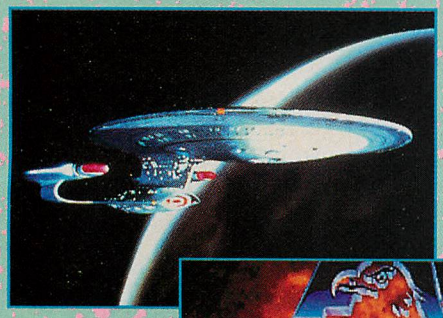
GAMING UPDATE

COMPILED BY
ANDY EDDY & MIKE DAVILA

MICROPROSE, SPECTRUM HOLOBYTE WORK TOWARD MERGER

Though the agreement is nonbinding, MicroProse and Spectrum HoloByte, two heavies in the electronic-game industry, are contemplating a merger. At press time, the early arrangements have Spectrum HoloByte advancing MicroProse $10 million and adding four people to MicroProse's board of directors. Additionally, John W. Stealey, MicroProse's cofounder, will resign as president and chief executive officer. When the merger is final, Stealey will also leave as MicroProse's chairman.



Rumors have been rampant in the industry that MicroProse has been suffering financial woes during the current recession, especially in light of the layoffs made in early 1993 ("Industry Layoffs," *News Bits*, June 1993). On the other side of the deal, Spectrum HoloByte recently received a big cash boost ("Spectrum HoloByte Gets $10.3 Million Infusion," *News Bits*, June 1993) and has been very active on the development front, starting a new production group called New Entertainment Division ("3DO Developments," *Gaming Update*, August 1993).

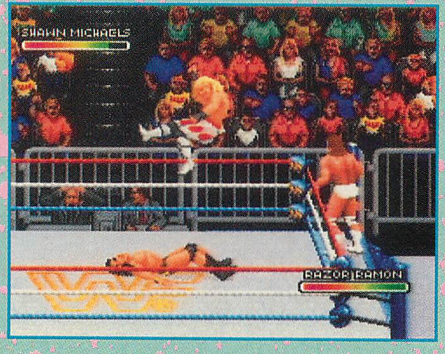
ACCLAIM GETS AGGRESSIVE, SIGNS MULTIPLE AGREEMENTS

Acclaim Entertainment has recently signed with four different companies to improve its standing.

• In a natural expansion of its previous licensing, Acclaim and TitanSports Inc. further agreed to a long-term contract to license World Wrestling Federation (WWF) properties for video-, arcade- and computer-game formats. Already the subject of many Acclaim products, most recently the SNES version of *WWF Royal Rumble*, this agreement will continue through the year 2000.

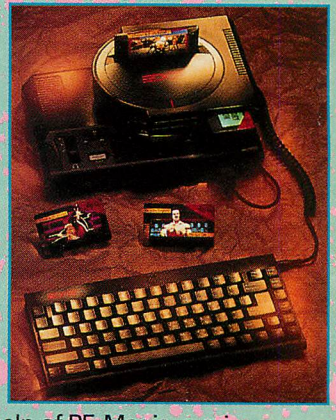
• Park Place Productions, the largest independent producer of software in the U.S., has joined with Acclaim to produce game software that Acclaim will distribute exclusively. As part of the deal, Acclaim will get rights to a group of 16-bit sports titles that Park Place will create. Also, Acclaim gets to distribute Park Place CD-ROM products, including 3DO-compatible discs, through its new Acclaim Distribution Inc.

• Finally, Acclaim has entered agreements with Virgin Games and Hi-Tech Expressions to distribute Acclaim titles on computer formats worldwide. The deal, which will take Acclaim's products out of the cartridge realm and onto IBM PC and Amiga computers, will have Virgin distributing the games to Europe this fall and Hi-Tech domestically distributing Acclaim games immediately. Among the first games to make it to disk format will be the anticipated smash hit *Mortal Kombat*.



PHONE FUN

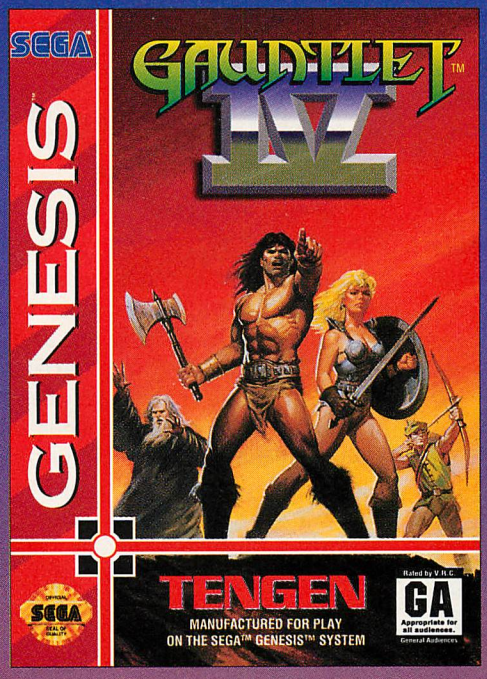
• In a move that may bring bargain gaming to players over phone lines, AT&T and Sega of America have announced the creation of a Genesis peripheral called The Edge 16. AT&T has targeted the device for the summer of 1994, and has announced support in software by such companies as Electronic Arts, Tengen, GameTek and MicroProse. The project is being created with the help of PF. Magic, a privately held interactive company.



Though AT&T is a partner in The 3DO Company, this is its first foray into the video-game industry. "This agreement," according to Robert M. Kavner, AT&T's group executive for communications

Tap Into a 4-Player Quest

Grab your Sega 4-Player "TAP." Gauntlet™ IV has arrived...and this time, you'd better bring your friends!



The title that defined video-game adventure is now the first to utilize Sega's new 4-Player "TAP."

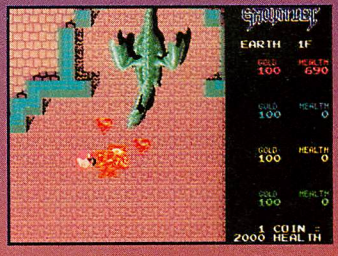
Just like the arcade classic, Gauntlet™ IV lets you team up with up to three of your buddies as Thor, Thyra, Merlin and Questor—and blast more Grunts, Ghosts, Demons and Lobbers than ever before. There's even a special 4-Player head-to-head mode so you can turn against your friends in a winner-take-all battle royal!

Gauntlet™ IV has arrived. Tap into the 4-player quest...and bring your friends!

First Game Available for Sega's 4-Player Adapter

Choose your path carefully—that door could be the last you ever open. Boo!

You want the treasure...but is it worth the risk? Too bad you couldn't become invisible!



A fire-breathing dragon can really ruin your day. Next time bring back-ups!

Grab four of your buddies and crash a Grunt party. Just watch your back!

GAUNTLET™ IV

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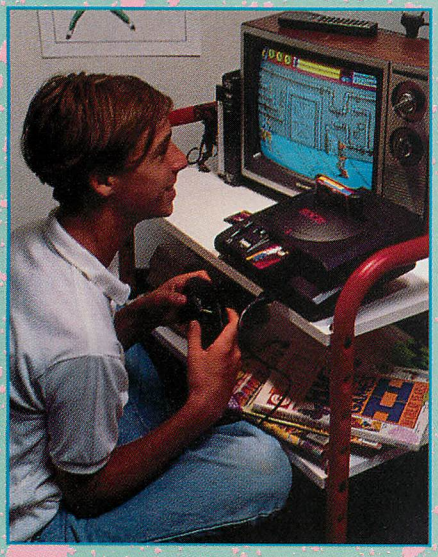
products, "is just one example of how AT&T and its partners will combine multiple media such as audio and video with computer and other entertainment devices to enhance consumers' lives in the near future."

• In similar fashion, RPI Advanced Technology Group and Simutronics Corp. have joined forces to construct game programs that can be played over standard phone lines. Using your own computer, a phone connection, RPI's head-mounted sensory interface (HMSI) and Simutronics software, the gamer can partake in various simulations (which a press release says will "[rival] the best flight simulation systems of the defense industries") and other edutainment programs.



Simutronics, which is also a 3DO developer, and its products may be well-known to gamers who use the GEnie on-line service. *GemStone III*, the most popular multiplayer game on GEnie, and *CyberStrike*, which debuted in February, are state-of-the-art on-line simulations.

Trimark Interactive to Take Movie to Game Screens

The newly created Trimark Interactive announced the acquisition of rights to the popular 20th Century Fox movie *White Men Can't Jump*. The film, which stars Wesley Snipes and *Cheers'* Woody Harrelson as basketball hustlers, will find its way to the SNES, Genesis, Game Boy, Game Gear and PC formats, though no release date has been announced. *White Men Can't Jump* joins such possible Trimark game releases as Trimark Pictures' own *Leprechaun* and *Warlock* ("Trimark Goes Interactive," *News Bits*, June 1993).

Nintendo Revamps Popular NES Console

At the Summer CES, Nintendo of America revealed that it is planning a new exterior and price for its popular

Nintendo Entertainment System (NES) game machine. Claiming sales of over 60 million units worldwide and a library of over 590 game cartridges, the new bundle will consist of an NES with a new gray color and sleek shape, one controller and an RF switch for a suggested retail price of $49.95. Gamers wishing to get a more extensive NES package can purchase the $89.95 Challenge Set, which includes the NES console, two controllers and *Super Mario Bros 3*. According to the press release, NES owners can also rest assured that Nintendo will release more than 30 new 8-bit games during 1993, including the sequel to the popular *Tetris*, *Tetris II*.

People News

• Sega of America has decided to take more from Nintendo of America than just sales. The latest move has Nintendo's former director of marketing and corporate communications, Bill White Jr., joining Sega immediately as its V.P. of marketing. Prior to joining Sega, White had been at Nintendo for six years. "Sega has proven itself a progressive leader in the video-game industry," White said. "I look forward to the many new challenges ahead."

• Another Nintendo of America alumnus, Howard Phillips, has landed at Absolute Entertainment. His responsibilities will include the creation of a West Coast design house for Absolute in Redmond, Washington, the northwest city that is also home to Nintendo of America. Phillips will monitor the creation of Nintendo- and Sega-compatible products.

Before joining Absolute, Phillips worked for T•HQ and Lucasfilm Games. However, his most prominent position was as Nintendo of America's creative director—and as the bow tie-clad subject of the "Howard and Nestor" comic in *Nintendo Power* magazine.

New Wondermega

Yeah, we know. The first Wondermega machine never made it to this country, but, hopefully, this new version will eventually make it here.

The new machine, called the Wondermega RG-M2, goes on sale July 2 in Japan. A new menu interface has been added to the operating system, but what sets this machine apart from its earlier brother is the wireless control pad. The Wondermega RG-M2 will retail for ¥59,800; that's about $545.

3DO News

• The 3DO Company announced at the Summer CES that it's on schedule for a fall hardware release and that it has signed up over 300 software developers to create 3DO-specific products. Hot on the heels of a successful initial stock offering, netting the company more than $48 million, 35 software titles were displayed at the show and 91 more were said to be "in the works." "We have titles to impress the customer who snaps up new technology, and others that appeal to families," said 3DO president and CEO Trip Hawkins.

• Panasonic and its parent company, Matsushita, have announced their promotional plans for the first

3DO hardware unit, the REAL 3DO Interactive Multiplayer. The unveiling will involve a national ad campaign with TV and print ads, a ten-city mall tour and other in-store and promotional displays.

Also on the hardware side, AT&T announced another version of the 3DO hardware that will provide "interactive networks services." The unit is planned for release during 1994.

• Intellimedia Sports has introduced plans to bring "interactive coaching products" to the 3DO platform. Through these products, released under the IntelliPlay name, the player will get instruction on various sports from professional stars and coaches. The golf program was created with the cooperation of 1992 U.S. Open champion Tom Kite; the baseball series features three-time NCAA Coach of the Year and 1992 Olympic coach Ron Fraser; and a football series will be created under the tutelage of Bill Lewis and his staff of coaches at Georgia Institute of Technology. According to Intellimedia Sports, these are the only sports instruction programs for the 3DO platform and they carry a suggested retail price of $59.95 to $79.95.

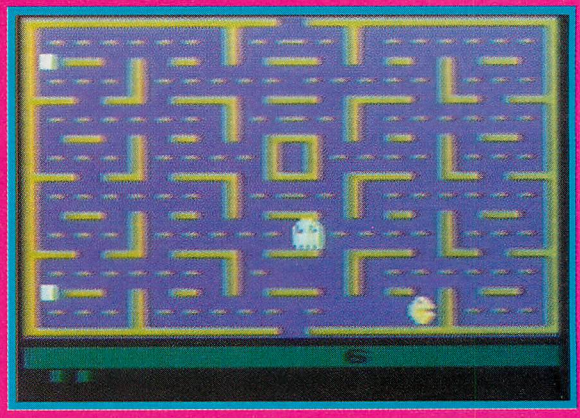
Konami to Create Games Domestically

Set for opening in the spring of 1994, Konami is currently building a development center adjacent to its offices in Buffalo Grove, Illinois. This facility will be geared toward the development of games that better address the desires of U.S. gamers. Additionally, according to Konami's marketing manager, Kathy Reilly: "Having a fully staffed research and development center directly adjacent to our offices will provide us with a

day-to-day working opportunity to provide input on games as they develop." Konami also announced plans for a new R&D center outside Tokyo, which will be a supplement to its current 500-person development house in Kobe, Japan.

VideoGames Replay

The Young Video-Gaming Chronicles



September 1981:
Video games are good! So defended the Amusement and Music Operators Association in testimony to the U.S. Supreme Court. The high court was to decide on the constitutionality of a local ordinance in the city of Mesquite, Texas, that barred people under the age of 17 from entering an arcade unless accompanied by a parent or guardian. The issue came about when Aladdin's Castle Inc. sought to open a center in a Mesquite mall in 1976. Naturally, the court's decision would have an impact on the future of both arcade gaming and video gaming. Among good points of coin-op video games listed by the AMOA was that they provide "enhancement of physical skills as well as for stimulating mental exercise."

September 1982:
Video games can be bad! So reported the United Press International. Cardiologist Robert Eliot, author of the book *Stress and the Hot Reactor: Is It Worth Dying For?*, said that, for some people, playing video games may lead to high blood pressure. The adrenaline rush from playing video games gives the player a natural high, but, for those who have a family history of high blood pressure, it could spell a lifetime of popping blood pressure pills. Among other related video-gaming ailments described by Eliot were nausea and headaches. Take breaks, he advised, and don't take the games too seriously. Duh—but, still, reminders that are needed even today.

September 1983:
Atari Inc. was the innovator of a lot of things. Chalk up, too, the pioneer of "shovelware"— literally. The company dumped game cartridges such as *E.T.* and *Pac-Man*, as well as Atari 2600 and 5200 units and home computers in a New Mexico landfill nearly 100 miles away from its El Paso, Texas, plant where the material originated. A bulldozer crushed and buried the hardware and software—all 11 truckloads of it. Though Atari claimed the games and systems were merely defective and beyond repair, it was interesting to note that a company security guard was assigned to keep an eye on the destruction. Also, landfill contractors were paid extra thousands of dollars to dump the defective merchandise, while a city dump was located less than 15 miles away from the Atari El Paso plant. The fact that New Mexico had a law forbidding scavenging in landfills, while Texas did not, was a point conveniently overlooked by the company.

—Howard Wen

TOP VIDEO GAMES FOR JULY 1993

The lists of top-selling video-game software cartrides and compact discs are provide courtesy of Babbage's.

Super NES

1. ***WWF Royal Rumble* by LJN**
2. *Mario is Missing* by Software Toolworks
3. *Star Fox* by Nintendo
4. *Street Fighter II* by Capcom
5. *Tecmo NBA Basketball* by Tecmo
6. *Bubsy* by Accolade
7. *Shadowrun* by Data East
8. *Vegas Stakes* by Nintendo
9. *Alien³* by LJN
10. *MechWarrior* by Activision

Sega Genesis

1. ***X-Men* by Sega**
2. *Mutant League Football* by Electronic Arts
3. *RBI Baseball '93* by Tengen
4. *Bulls vs. Blazers* by Electronic Arts
5. *NHLPA Hockey '93* by Electronic Arts
6. *Cool Spot* by Sega
7. *PGA Tour Golf II* by Electronic Arts
8. *Hardball III* by Accolade
9. *Tony La Russa Baseball* by Electronic Arts
10. *Road Rash II* by Electronic Arts

Sega CD

1. ***Batman Returns* by Sega**
2. *Final Fight* by Sega
3. *Time Gal* by Renovation
4. *Jaguar XJ220* by JVC
5. Ecco the Dolphin by Sega
6. *The Adventures of Willy Beamish* by Sierra On-Line
7. *Road Avenger* by Renovation
8. *Night Trap* by Sega
9. *After Burner III* by Sega
10. *Sewer Shark* by Sony Imagesoft

NES

1. ***Tecmo NBA Basketball* by Tecmo**
2. *Kirby's Adventure* by Nintendo
3. *Dragon Warrior IV* by Enix
4. *Battletoads/Double Dragon* by Tradewest
5. *Tetris* by Nintendo
6. *Bases Loaded 4* by Jaleco
7. *Yoshi* by Nintendo
8. *Super Mario Bros. 3* by Nintendo
9. *Tecmo Super Bowl* by Tecmo
10. *Tiny Toon Adventures 2* by Konami

Game Boy

1. ***Super Mario Land 2: 6 Golden Coins* by Nintendo**
2. *Kirby's Dream Land* by Nintendo
3. *Super Mario Land* by Nintendo
4. *NBA All Star Challenge 2* by LJN
5. *Yoshi's Cookie* by Nintendo
6. *Tetris* by Nintendo
7. *Wordtris* by Spectrum HoloByte
8. *Baseball* by Nintendo
9. *Golf* by Nintendo
10. *Yoshi* by Nintendo

Sega Game Gear

1. ***Sonic the Hedgehog 2* by Sega**
2. *Taz-Mania* by Sega
3. *Land of Illusion* by Sega
4. *Outrun Europa* by US Gold
5. *Vampire: Master of Darkness* by Sega
6. *Streets of Rage* by Sega
7. *Prince of Persia* by Tengen
8. *Arch Rivals* by Flying Edge
9. *Defenders of Oasis* by Sega
10. *Home Alone* by Sega

TOP COIN-OPS FOR JUNE 1993

Figures are courtesy of *RePlay* magazine, based on an earnings-opinion poll of arcade operators.

Best Upright Coin-Op Arcades

1. ***NBA JAM* by Midway**
2. *Title Fight* by Sega
3. *Mortal Kombat* by Midway
4. *Lethal Enforcers* by Konami
5. *Street Fighter II: Champion Edition* by Capcom
6. *Super Chase* by Taito
7. *Terminator 2* by Midway
8. *Fighter's History* by Data East
9. *Final Lap 3* by Namco
10. *Golden Axe II* by Sega

Best Deluxe Coin-Op Arcades

1. ***Virtua Racing* by Sega**
2. *Suzuka 8 Hours* by Namco
3. *Stadium Cross* by Sega
4. *Lucky & Wild* by Namco
5. *Race Drivin'* by Atari
6. *Moto Frenzy* by Atari
7. *Galaxy Force* by Sega
8. *Mad Dog McCree II* by ALG
9. *X-Men* by Konami
10. *Hard Drivin'* by Atari

TOP COMPUTER GAMES FOR APRIL 1993

The lists of top-selling computer software were compiled by PC Research of Washington, D.C., based on sales data received from Babbage's, Electronics Boutique, Software Etc. and Waldensoftware.

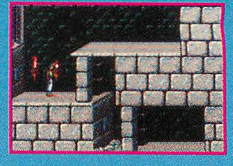
Top 10 IBM PC Games

1. ***X-Wing* by LucasArts**
2. *Strike Commander* by Origin
3. *Comanche: Maximum Overkill* by NovaLogic
4. *Alone in the Dark* by Infogrames
5. *LINKS 386 Pro* by Access
6. *Tony LaRussa Baseball II* by SSI
7. *Wolfenstein 3-D, Spear of Destiny* by Formgen
8. *LINKS Banff Springs* by Access
9. *Ultrabots* by NovaLogic
10. *Commanche Mission Disk 1* by Nova Logic

Top 5 Amiga Games

1. ***688 Attack Sub* by Electronic Arts**
2. *Operation Combat* by Merit
3. *Medieval Warriors* by Merit
4. *AD&D Gateway to Savage Frontier* by SSI
5. *Legend of Kyrandia* by Virgin

Top 5 Macintosh Games



1. ***Prince of Persia* by Brøderbund**
2. *Spectre* by Velocity
3. *Microsoft Flight Simulator* by Microsoft
4. *Lemmings* by Psygnosis
5. *Award Winners: Kings Quest V & Red Baron* by Sierra On-Line

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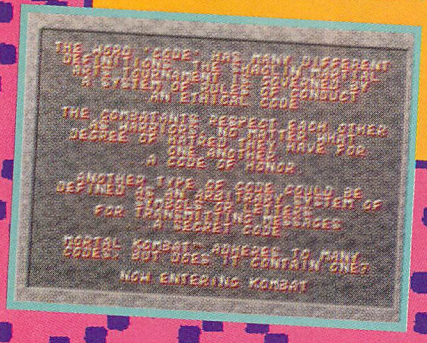
TIPS & TRICKS

Having trouble with a video or computer game? Turn to *VideoGames*' new, expanded *Tips & Tricks* section for help! You'll find plenty of useful strategy advice in these pages, as well as a ton of cheats, codes and exclusive top-secret information for players who want to know their games inside and out. Stage-select tricks, sound tests, "boss" strategies, fighting-game combos, walk-through guides, invincibility codes, special passwords, super power-ups and hidden rooms are among the tips and tricks you'll find here every month, so keep your eyes open!

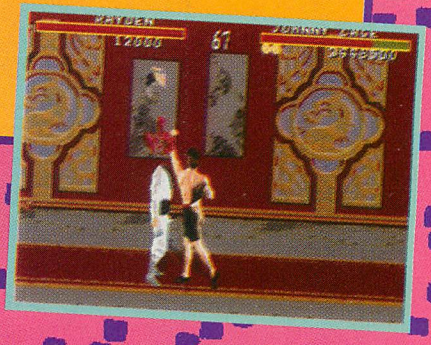
If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or postcard and send them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you $10. Write neatly, and be sure to include your name and address in addition to the name of the game you're describing. This is your chance to contribute to one of the most widely read columns in the video-game industry, so don't miss out on the fun!

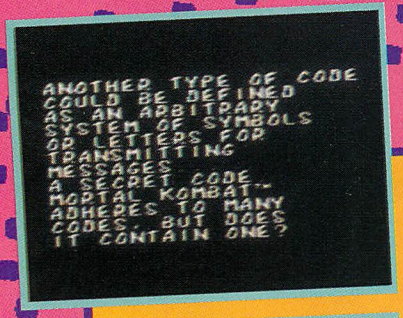
BY ZACH MESTON AND CHRIS BIENIEK

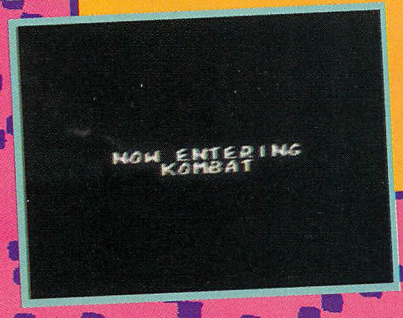


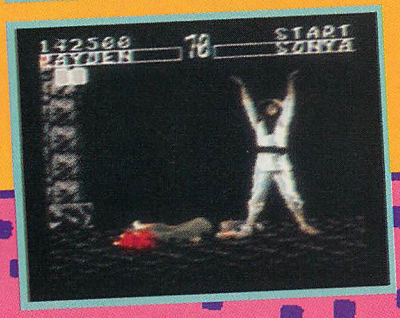
MORTAL KOMBAT
(ARENA FOR THE GENESIS)
Arcade Mode

Wait for the "code" screen to appear in the Genesis version of *Mortal Kombat*—it's the one that says, "The word 'code' has many different definitions," etc. Press A, B, A, C, A, B, B, and you'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact!









MORTAL KOMBAT
(ARENA FOR THE GAME GEAR)
Arcade Mode

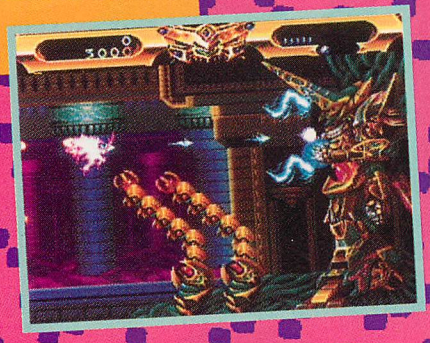
Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press 2, 1, 2, Down, Up. The screen will say, "Now entering Kombat"—prepare yourself for blood 'n' guts on the go!

LORDS OF THUNDER

(TTI FOR THE TURBO-GRAFX-16/DUO)

Fight the Boss Characters

Here's a trick that will allow you to fight *only the bosses* in this intense shoot-'em-up. Set up the configuration screen as follows: Level=Hard, Music=01, Sound=01. With the word "Sound" highlighted, hold the **SELECT** button and press I. The word "Boss" will appear on the screen, indicating that the boss-only mode has been activated.



BATMAN RETURNS

(SEGA FOR THE SEGA CD)

Stage Select

Select "Options" from the *Batman Returns* title screen. Change the Game Type to "Platform Only." Now, enter the following code on the control panel by holding Left on the control pad and pressing B while Batman's finger is over each number in this order: 1, 7, 1, 6, 7. Note that by holding Left and pressing B, you don't change the status of that item on the screen, but you do enter the number. You should hear a louder beep when you enter the last number to indicate that the stage-select code is in place.

Next, set up the game options any way you like, then point to the number of the stage you wish to start at. Hold Left and press B to start at that stage. Please be aware that choosing 7 as your starting stage will send you back to the title screen, since each of the three game types consists of five stages plus an ending sequence.

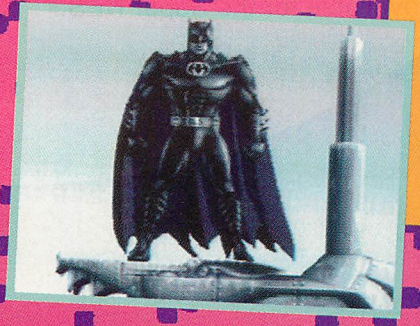
To activate a stage-skip option, set the Game Type to "Driving Only," then hold Left and press B at each of the following numbers: 1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1. You should hear a beep confirming the code. Once that sequence has been performed, start the game, and you'll find that you can skip stages by pressing the C button while the game is paused.

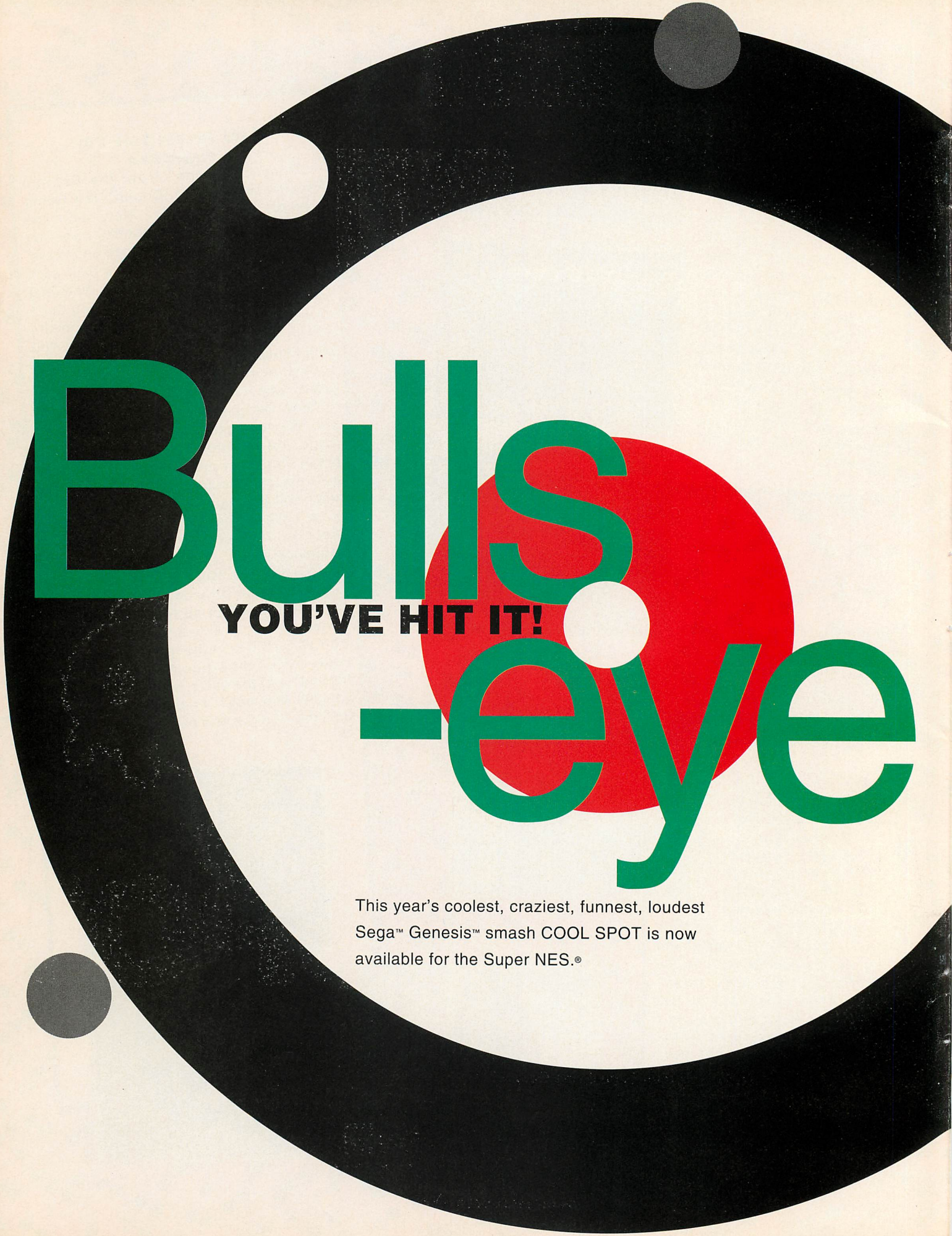
NHLPA HOCKEY '93

(ELECTRONIC ARTS FOR THE GENESIS)

Scoring Spot

You like-a the goals, huh? The goals are good. We get you the goals—if you use this technique: Skate past the blue line, slightly to the left of the opponent's goal (slightly to the right if you're skating downward). Press up and left for just a moment, then quickly use a slap shot up and right. (Make the directions up/right then up/left if you're skating downward.) The puck shoots past the goalie and nestles comfortably in the back of the net while you cackle with glee.





This year's coolest, craziest, funnest, loudest Sega™ Genesis™ smash COOL SPOT is now available for the Super NES.®

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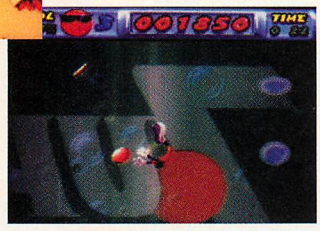

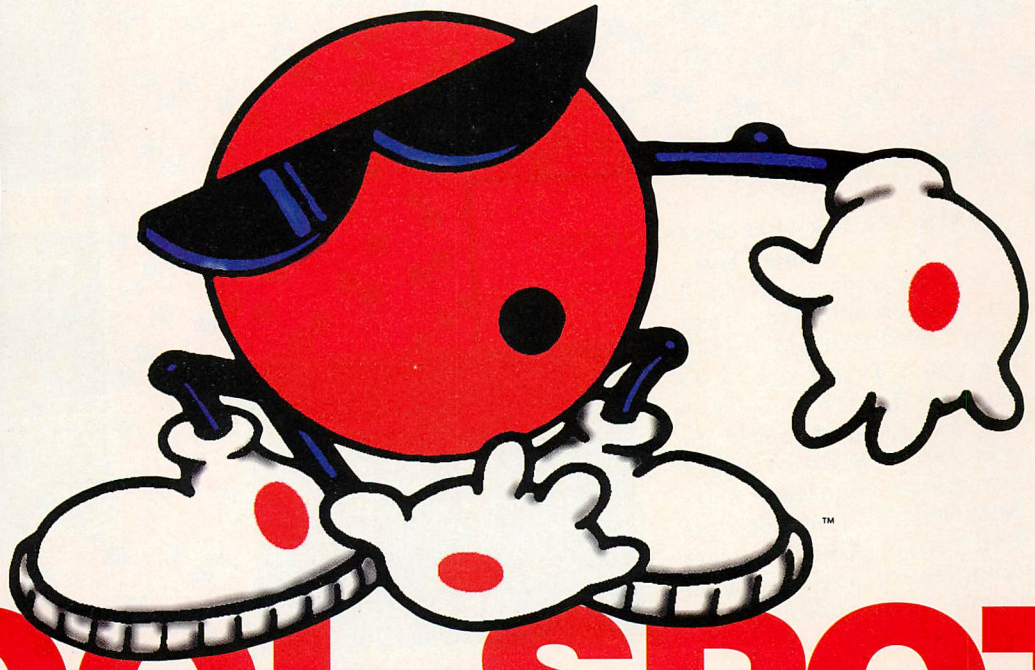

COOL SPOT™

coming soon for Sega Game Gear™

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CIRCLE #109 ON READER SERVICE CARD.

POCKY & ROCKY

(NATSUME FOR THE SUPER NES)

Stage Select

Try this *Pocky & Rocky* tip to choose your starting stage: At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You should hear a musical theme that confirms the code. Next, press **START** for the stage-select menu.

LORDS OF THUNDER

(TTI FOR THE TURBOGRAFX-16/DUO)

Start With 10,000 Coins

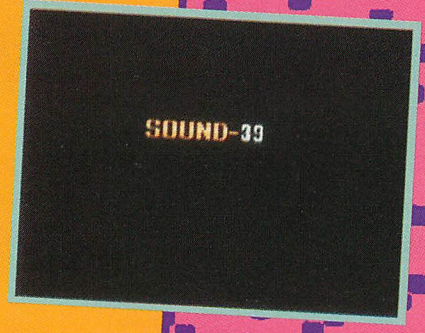
Set up the configuration screen as follows: Level=Super, Music=02, Sound=02. With the word "Sound" highlighted, hold the **SELECT** button and press I. You'll hear a chime to confirm the code. Start the game, and you'll have *10,000* coins to spend on weapons and power-ups. Try combining this code with the "boss character" code found elsewhere in this issue—you'll be able to blast through the game in no time!

BOMBERMAN

(NEC FOR THE TURBOGRAFX-16/DUO)

Sound Test

A correction: In our April issue, we told you that entering the password "MWFWJQYY" would give you a sound test in the original *Bomberman*. Not true; first you must put in the password "BOMSOUND," *then* choose "End" and enter "MWFWJQYY" and choose "End" again. Our sincerest apologies for any confusion this may have caused.



GAME GENIE CODES

PANIC RESTAURANT

(TAITO FOR THE NES)

For Use With Galoob's NES-Compatible Game Genie Video Game Enhancer

OXVPPAVK—Infinite energy (except spikes)
SAOSAGVG—Infinite lives
OZVKGZVK—Infinite time

THE SIMPSONS: BART'S NIGHTMARE

(ACCLAIM FOR THE SUPER NES)

Finish the Temple of the Maggie

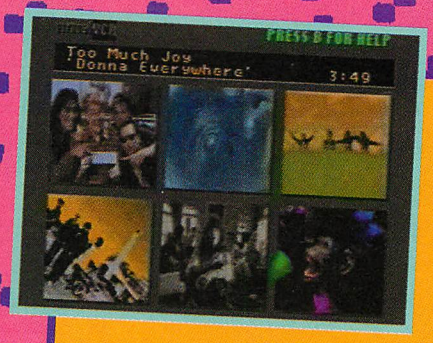
By far the hardest sequence in this excellent game is the Temple of the Maggie, found behind the orange door. There are actually two Temples; finish the first one, and the next time you enter an orange door, you'll go into the second one.

Blue Demons appear randomly in both Temples. In the first Temple, you can stop and whip the Demons. In the second Temple, you can't stand still, or the stone you're standing on collapses into the lava after about five seconds. It's better to just keep moving in the second Temple and outrun the Demons. If you get pushed off a stone in the wrong direction, you're out of luck.

Just after this paragraph, you'll find step-by-step directions for getting through both Temples. When the directions say Left, Right, Up or Down, that means to press the control pad in that direction. Don't press and hold the controller; just press and release. When the directions say R Button, that means to press the R Button and scroll the screen until a pacifier trap goes off.

Temple 1:
Right, Down, Down, Right, Right
Right, Right, Right, Right, Right
Right, R Button
Up, Right, Up, Right, Right
Right, Right, Right, Up, Left
Left, Left, Down, Right, Down
Right, Right, Right, R Button
Right, Up, Up, Right, Right, R Button
Down, Down, Down, Right, Up
Up, Right, Right, Down, Right
Right, Right, Right, Up, Right
Up, Right, Right, R Button
Right, Down, Right, Down, Right
Right, Right, Right, Right

Temple 2:
Right, Right, Right, Down, Down
Up, Up, Right, Right, Up
Right, Right, Right, Down, R Button
Right, Right, Right, Up, Right
Right, Right, Right, Right, R Button
Right, Down, Right, Down, Down
Right, Up, Left, Up, Up
Right, R Button
Right, Down, Right, Right, Right
Right, Right, Right, Up, Right
Right, Right, R Button
Right, Down, Right, Down, Down
Left, Right, Up, Right, Right
Right, Right



COLORS OF MODERN ROCK

(SEGA FOR THE SEGA CD)

Hidden Message

There's a bizarre secret message buried on this freebie *Virtual VCR* disc, but you need a sound sampler such as (blatant plug alert) Perfect Sound from Sunrize Industries to hear it; otherwise, you just have to read our fantabulous description. Place the *Modern Rock* CD into a normal CD player and play Track 2, which sounds like this: A phone rings and is answered by a man who says, "Good afternoon, Digital Pictures." The reply to the man's question is obviously a backward message, and this is the part you want to snag with a sound sampler. Reverse the sample (a standard feature with sound-sampling programs; even most dinky little sampling keyboards can do it) and play it. What you hear now is "Number 9, Number 9, Number 9." What the hell does that mean, you ask? It's a joke about the track "Revolution 9," from the Beatles' *White Album*, in which John Lennon repeatedly says, "Number 9, Number 9, Number 9." Yep, nothing like a wacky '60s music reference to (sarcasm alert) split your sides with laughter.

T2: THE ARCADE GAME

(ARENA FOR THE SEGA GENESIS)

Unlimited Firepower

The verdict on Ah-nold's latest movie, *Last Action Hero*? Big mistake. The verdict on this super-simple, super-cool trick? Excellent. Simply use rapid-fire for the button that fires the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

PLAYERS A
AND WIRE
APPROACH
EXTREME
CAUTION.

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- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®.

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WITH

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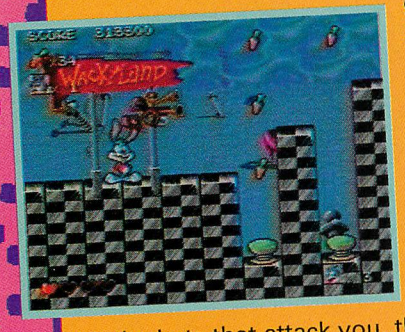
Acclaim entertainment, inc.

CIRCLE #104 ON READER SERVICE CARD.

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

(KONAMI FOR THE SEGA GENESIS)

Three Secret Rounds



There are three secret bonus rounds in this Mario-esque platform game—so secret that they aren't even mentioned in the manual. These bonus rounds are entered by finding and touching a circular rainbow symbol (the same circular rainbow as on the title screen). There's one symbol hidden in each of the game's seven stages.

The first bonus round has you sliding down white ropes and grabbing carrots. The best plan here is to stay on the far right side of the screen to find the 1-Up. The second bonus round has you swimming to the right; your goal here is simply to make it all the way to the right and get the 1-Up and the Bell. The third bonus round has you bouncing to the right on springs placed uncomfortably close to Gogo Dodos; the farther to the right you bounce, the more 1-Ups and other items you find.

Here's how to find the first three hidden bonus rounds:

Stage 1: Play the area in the lower-right corner of the map, directly below the red "boss" area. When you find Gogo Dodo at the far right side of the area, drop to the ground and go right past the rats to find the rainbow symbol.

Stage 2: Play the area that has the word "TINY" spelled out with carrots. Go past TINY and walk right to the edge of the cliff (with the can in the ground). Drop off the cliff and steer left to land in a hidden tunnel. Walk left and grab the 1-Up and Bell, then walk left again and drop onto the rainbow symbol.

Stage 3: Play the area that has the waterfall that splits and flows left and right. Play through the area until you walk onto a ledge that starts moving upward. Jump and hit the bats that attack you, then jump off the ledge before you're smashed into the ceiling. Follow the tunnel to the left until you reach gray platforms. Drop down the platforms to a half-pipe with a rolling boulder. Walk left and jump into the wall on the left side of the half-pipe to enter a hidden tunnel. The rainbow symbol is at the end of the tunnel.

STAR FOX

(NINTENDO FOR THE SUPER NES)

Crash the Game

Beta testing isn't as easy as it sounds, especially for cartridge games, where companies don't have the luxury of being able to issue a patch file if someone stumbles upon a boo-boo in the program. Carts have to get it right the first time. But do they always? Heck, no, and we present this "crash bug" as proof.

Play through Level 1, Stage 1 (Corneria—The Base) and collect a full load of five Nova Bombs. In Stage 2 (Asteroid Belt), about a fourth of the way through, is an enemy jumping between two asteroids with a Nova Bomb between them. Shoot a Nova Bomb just before you pick up the Bomb between the asteroids, and the game crashes just after the Bomb goes off. The music continues to play normally, but the screen has completely frozen, and the only way to unfreeze it is the ol' **RESET** switch. Thanks to *VIDEOGAMES* reader Keith Huffstutler for passing along this delicious morsel.

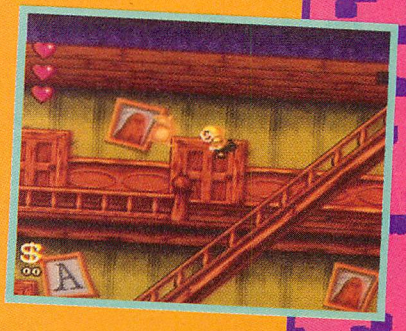
GAME GENIE CODES

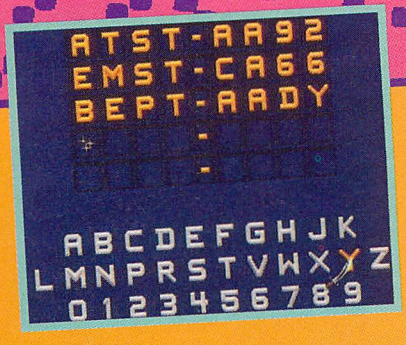
THE ADDAMS FAMILY PUGSLEY'S SCAVENGER HUNT

(OCEAN FOR THE SUPER NES)

For Use With Galoob's Super NES-Compatible Game Genie Video Game Enhancer

DDB6-1FA7—Infinite lives
C9CC-44AD—Infinite hearts
3BA5-37D4+D9A5-3704—Jump higher





GAME GENIE CODES

TALESPIN

(SEGA FOR THE GENESIS)

For Use With Galoob's Genesis-Compatible Game Genie Video Game Enhancer

ATST-AA92—Infinite lives, player one
EMST-CA66—Infinite health
BEPT-AADY—Start with nine days

GAME GENIE CODES

THE BLUES BROTHERS

(TITUS FOR THE GAME BOY)

For Use With Galoob's Game Boy-Compatible Game Genie Video Game Enhancer

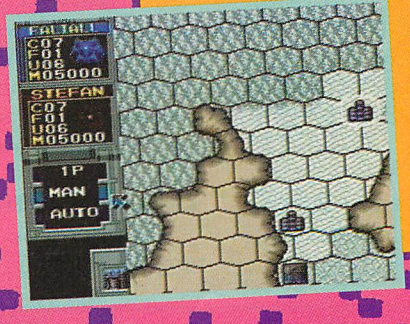
00A-F29-3B7—Infinite energy
090-15B-E62—Start with nine lives
FA8-05F-4LI—Infinite continues

VASTEEL

(WORKING DESIGNS FOR THE TURBOGRAFX-CD/DUO)

Blooper Clip

Working Designs, they of exceedingly cool TG-16/Duo games, took one of the goofs from the dialogue recording sessions of *Vasteel* and turned it into a hysterical reward sequence. All you have to do is beat the game (ha!), and then wait for the credits to roll all the way to the final screen with the copyright notice. Continue to wait for another 30 seconds or so and then the screen goes black as the CD starts loading the blooper sequence. Enjoy!

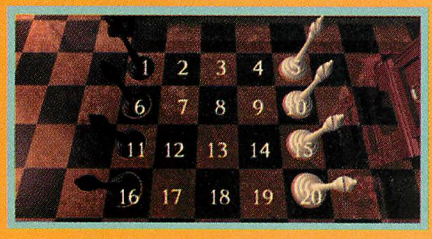


THE 7TH GUEST

(VIRGIN FOR THE IBM PC WITH CD-ROM)

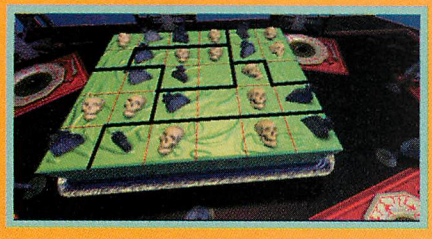
Hints and Strategies

Hey, guys," we hear you cry, "*The 7th Guest* has a built-in clue book, remember?" Well, actually, it's more of a "two obscure hints and then the puzzle gets solved automatically" book, so we've assembled a distinctly bitchin' bunch of hints, tips and solutions. Many thanks to Rob Landeros of Trilobyte for his assistance with the nastier puzzles.



BISHOPS (ELINOR KNOX'S BEDROOM)

Refer to our handy picture, with each square on the board numbered, to use the following sequence of moves. 15-9; 6-12; 20-2; 1-19; 10-14; 11-7; 9-17; 12-4; 2-6; 19-15; 14-18; 7-3; 17-13; 4-8; 18-10; 3-11; 13-1; 8-20; 5-13; 16-8; 6-18; 15-3; 13-19; 8-2; 10-4; 11-17; 4-16; 17-5; 18-12; 3-9; 19-7; 2-14; 12-6; 9-15; 7-11; 14-10.



CAKE (DINING ROOM)

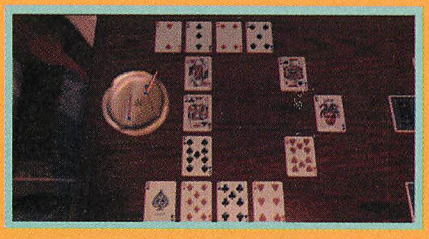
Can you say, "Wimpy puzzle?" We thought you could. Look at the picture for one of the eight zillion possible solutions.

CANS (KITCHEN)

The letters on the cans form a legitimate English sentence. The six-letter word is SPRYLY. Two of the five-letter words are GYPSY and CRYPT. The complete sentence (which we've written backwards) is: TPYRC YM YB TSYRT YLYRPS YLYLS YSPYG YHS.

CARDS (MAGIC EQUIPMENT ROOM)

Check out the snapshots for solutions to both card puzzles.



CHAPEL FLOOR (CHAPEL)

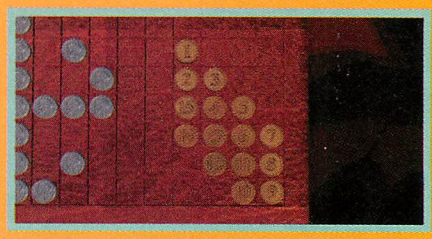
From each square, you may move between one and three steps in any direction. The number of steps depends on the color of the square on which you last landed. Blue is one step, yellow is two steps, and purple is three steps. The object is to land exactly on the ending square (red arrow). Look at the picture and follow the path indicated by the line to make your way from start to finish.

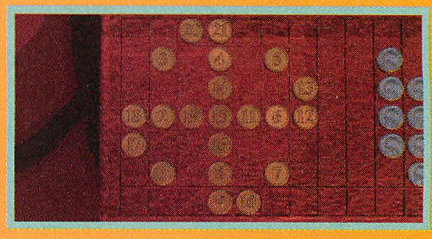
COFFINS (BASEMENT)

Each coffin, when selected, has a limited range of influence on the coffins surrounding it. The most effective tactic is to play off any symmetry that develops; this usually leads to a solution.

COINS (BRIAN DUTTON'S BEDROOM)

Gaze upon our lovely screen captures for solutions to both coin puzzles.





DOORKNOB (ATTIC DOOR)

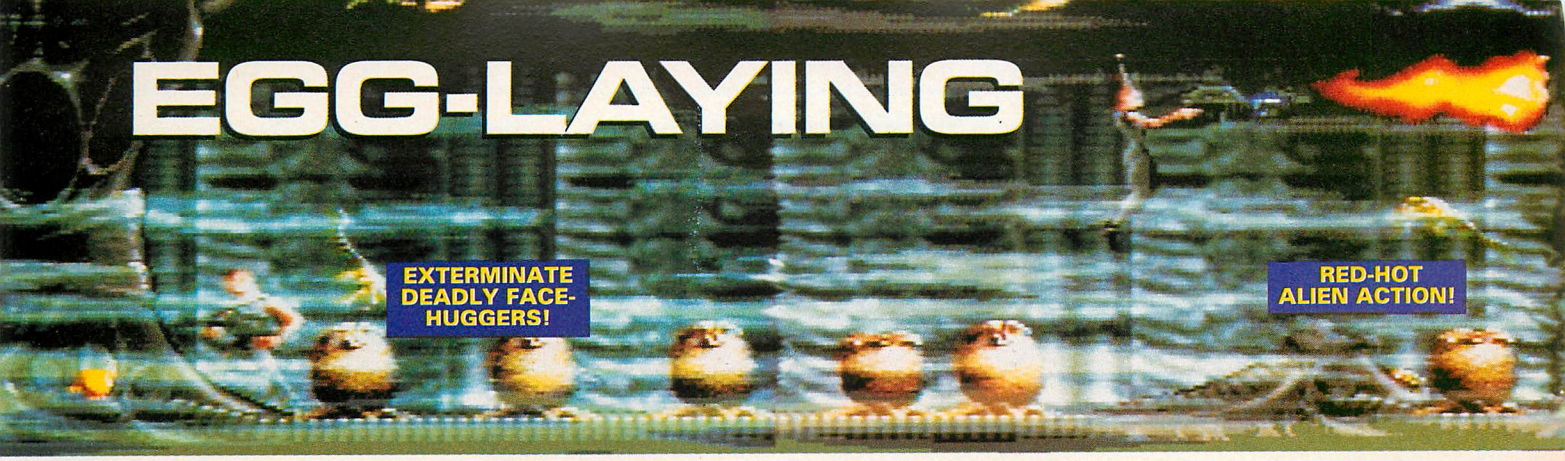
Look at the picture of the star and its ten numbered points to use this solution: 6, 10, 4, 2, 9, 10, 5, 1.

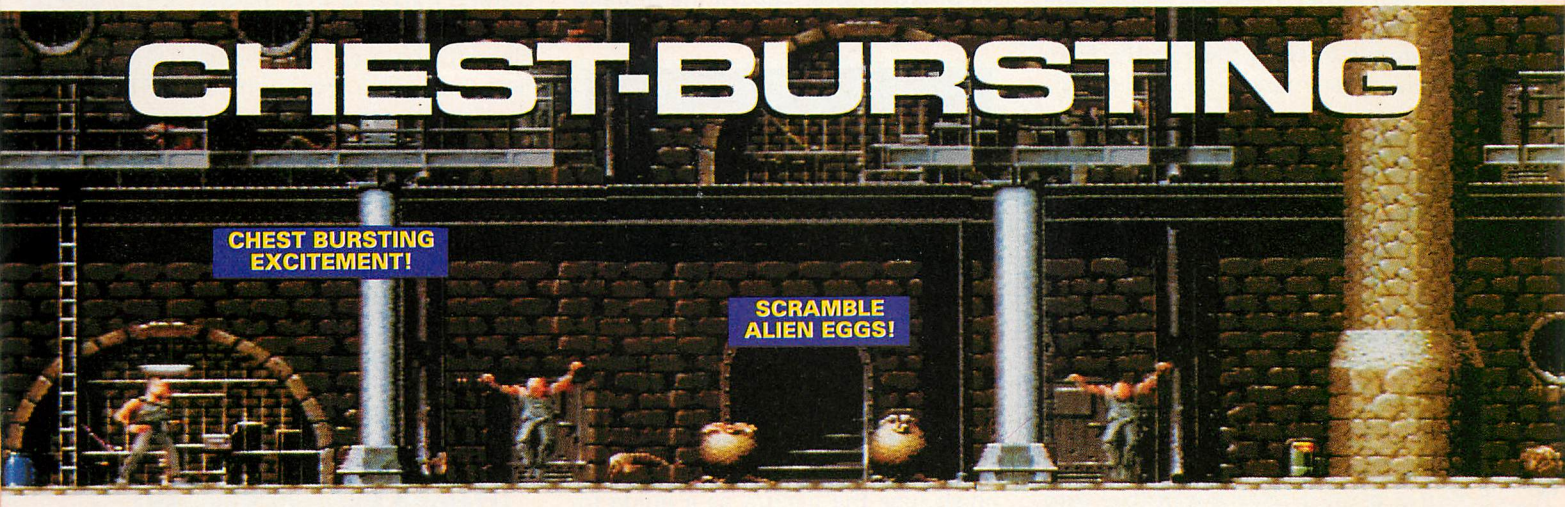
FLIPPING TILES (DOLL ROOM)

Keep resetting the puzzle until the same pattern appears in the first two columns of the puzzle. Change the third column to the same pattern. (If you can't make it the same pattern, reset the puzzle.) Change rows one and two until all nine squares have the same picture. Set the second column to the picture before the third column, and set the first column to the picture before the second column. Change the rows until you have the complete picture.

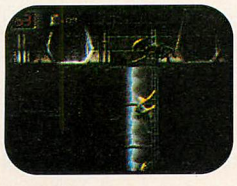
GRATES (BASEMENT)

There are six grate positions to click on: upper-left corner (UL), upper middle (UM), upper-right corner (UR), lower-left corner (LL), lower middle (LM) and lower-right corner (LR). Click on the positions in this order: LM, LR, UR, UM, LM, LL, UL, UM, LM, LR, UR, UM, LM. Now click on each position in clockwise order, starting from LL.

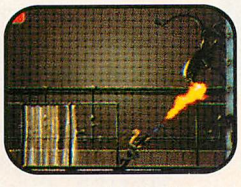




GET ALIEN3™ ON SNES!™



DEADLY ALIENS ARE EVERYWHERE!



EXPLOSIVE FIREPOWER!

FEEL THE TERROR!

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

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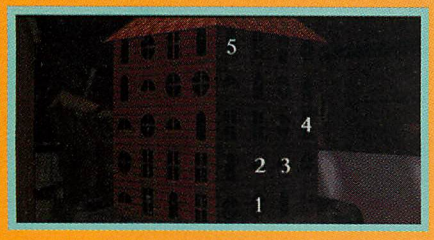
CIRCLE #104 ON READER SERVICE CARD.

Heart Maze (Julia Heine's Bedroom)

Look at the picture to see how to set each of the switches. If you want to solve this puzzle yourself, the best strategy is to work backwards, from the end of the maze to the beginning.



House (Attic)

The direction you can take from each window is undefined until you select the direction to move. Example: You are on a round window and select the one above it. From then on, you can only move up from any round window. The next time you land on a round window, the game automatically moves up for you. Still stuck? Then refer to our picture of the first floor of the house and click on the numbered windows in order. On the second floor of the house, click on the third window from the left. On the third floor of the house, click on the second window from the left.

Knights (Bathroom)

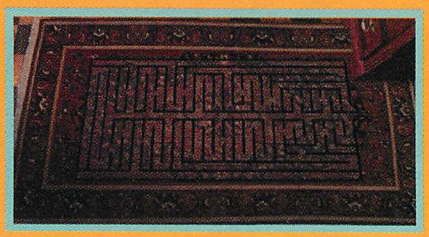
The bad news: The solution for this puzzle is just too bloody big to print. The good news: The puzzle is solved easily enough by moving the pieces around until you get it right.

Magic Tiles (Dollhouse)

You need to spell out three words (across, not down) in a certain order. The three words (which we've written backwards) are: TEG YOB DAT.

Maze (Basement)

There's a map of the Maze on the carpet over the Bishops puzzle. Use the map to plot your own course or use our walkthrough: Forward nine times, Right, Forward, Right three times, Left, Right, Forward, Right, Left.

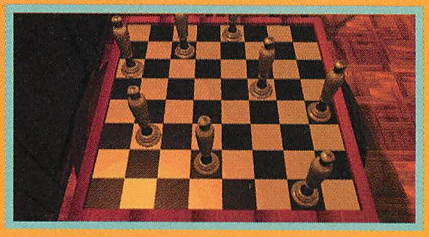


Microscope (Laboratory)

There's no surefire solution to this strategy game. You just need to use a lot of brainpower against the brutally effective AI.

Piano (Music Room)

This puzzle is a memory test that requires you to watch the notes being played and play them back in the same order—a total of 18 times! Here's the entire sequence of notes from start to finish (use the picture as a guide to which notes are which keys): B2, B3, F#3, G3, E3, D#3, E3, F#3, E3, B2, B3, C4, B3, A3, G3, F#3, E3, F#3.

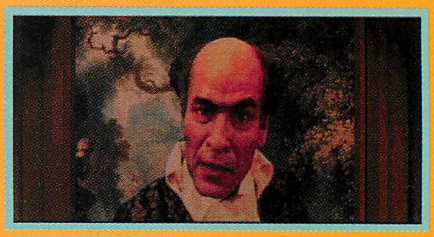


Queens (Game Room)

Words simply can't do justice to this classic chess puzzle—and they sure the heck won't help you solve it. Look at the picture for one solution.

Spiders (Foyer)

Look at the picture of the star and its eight numbered points to use the following sequence of moves. 1 to 6; 4 to 1; 7 to 4; 2 to 7; 5 to 2; 8 to 5; 3 to 8.



Stauf Portrait (Picture Gallery)

The difference between this and the Coffins puzzle is that instead of two possibilities in the Coffins (open and closed), there are three possibilities here (red, green and normal skin). The goal is to give the entire portrait normal skin. Note that red turns to green, green turns to flesh, and flesh turns to red.

Telescope (Library)

Start with the T at the bottom of the planet and click on connecting letters to spell a sentence. The first two words of the sentence are THERE IS. The full sentence (written backwards) is: YAW ELBISSOP ON SI EREHT.

Threes and Fives (Martine Burden's Bedroom)

"Threes and fives" means that each consecutive letter or star must be three or five spaces away from the last one. Stars represent spaces between words in a sentence. The first two words are THE SKY. The full sentence (backwards) is: YDOOLB SI ETAF RUOY YDDUR SI YKS EHT.

29

The *7th Guest* manual warns against using the built-in clue book too much. According to Rob Landeros: "The penalty for abusing the clue book in the Library is that you LOSE YOUR SOUL TO STAUF!"

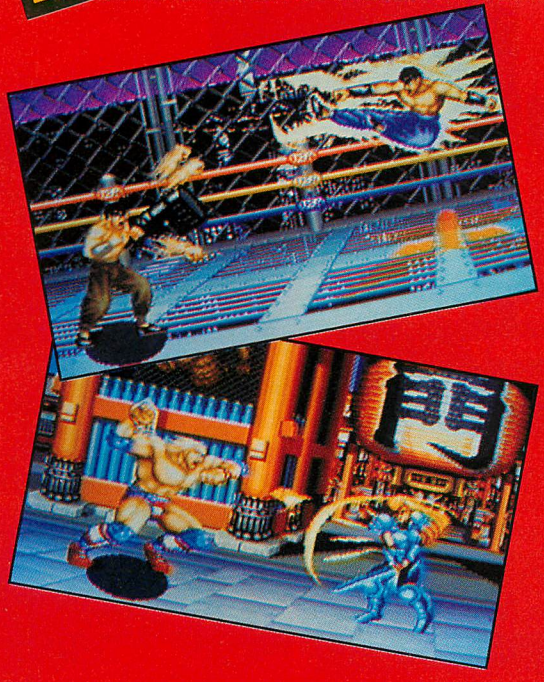
The separate room on the 1st Floor is the Picture Gallery. To enter the Gallery, you must use a secret door in the Foyer at the foot of the staircase. This door doesn't open up until later in the game.

If you've solved all the available puzzles and there are no more open rooms, visit the Library. There's a scene you must watch to open up several rooms on the 2nd Floor.

When you finish *The 7th Guest*, your saved game is renamed OPEN HOUSE. Click on a corner of the Sphinx to see a screen with small colorless photos of 23 locations in the house. Click on a picture to go there.

EAT. SLEEP.

BUST A FEW HEADS!



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CIRCLE #113 ON READER SERVICE CARD.

VIDEO GAME PREVIEWS

BY
CHRIS BIENIEK

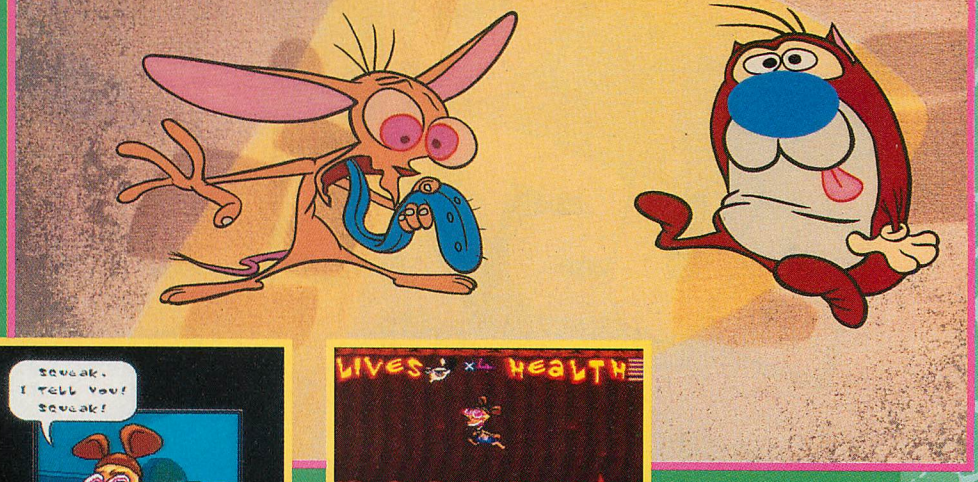
Ren & Stimpy: Veediots!

T•HQ
For the Super NES

AVAILABLE: SEPTEMBER

Hang on to your hairballs: America's favorite dog and cat are finally coming to the Super NES this fall in *Ren & Stimpy: Veediots!* from T•HQ. Developed in the U.K. by Argonaut Software—cocreators of Nintendo's Super FX chip—it's an 8-meg action game for one player.

Players will alternate between controlling Ren Hoëk and Stimpson J. Cat as they make their way through eight stages that have been inspired by four original episodes of the TV show: "The Boy Who Cried Rat," "Marooned," "In the Army" and "Stimpy's Inventions."



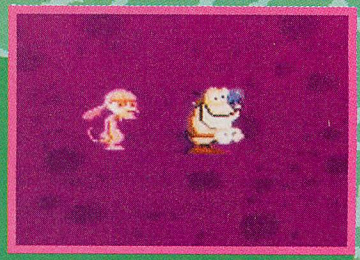
Quest for the Shaven Yak Starring Ren Hoëk and Stimpy

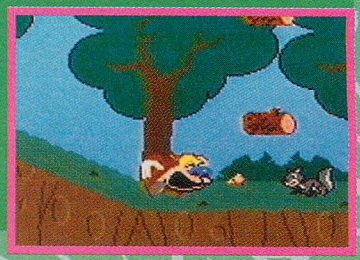
SEGA
For the Sega Game Gear

AVAILABLE: DECEMBER

A 4-meg platform game starring the beloved Nickelodeon twosome, Sega's *Quest for the Shaven Yak* finds Ren and Stimpy embarking on a trek to return the hooves of the legendary beast.

With four megabits of dirt geysers, warty toads and egg-bombing buzzards, this should be a portable adventure to remember.

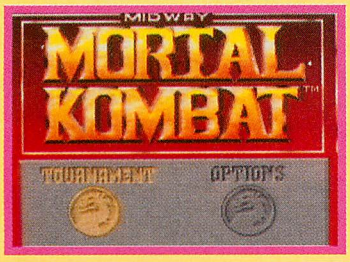




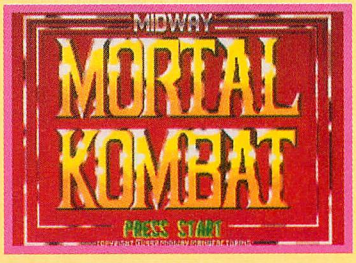
Mortal Kombat

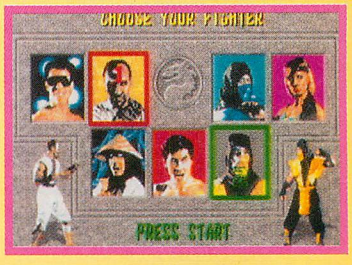
ARENA
For the Sega Genesis/Game Gear
ACCLAIM
For the Super NES/Game Boy

AVAILABLE: SEPTEMBER



SNES



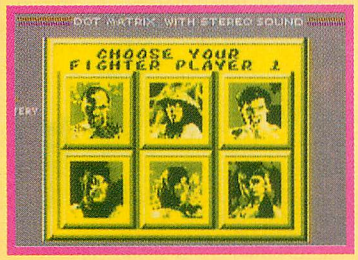


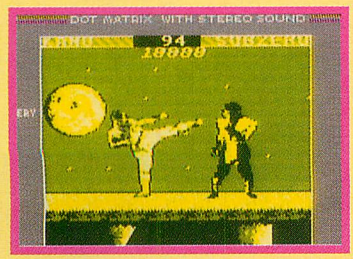
GENESIS

Like last year's "Sonic 2sday" event, these four home versions of the number one Midway coin-op *Mortal Kombat* are set to be released on "Mortal Monday," September 13. A Sega Master System version will also be released in Europe only, and a Sega CD *Mortal Kombat* is in the works for a spring 1994 release.

Though the Nintendo versions feature no blood effects and "modified" fatalities, the Sega versions feature an "Arcade Mode" which can only be accessed by entering a secret code. See our *Tips & Tricks* section on page 24 for more details!

GAME BOY





GAME GEAR

Samurai Shodown

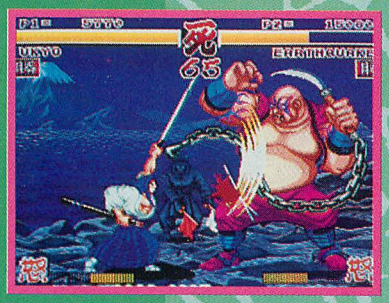
SNK

For the Neo•Geo

AVAILABLE: AUGUST

The fifth title in SNK's over-the-top "100 Mega Shock" series, *Samurai Shodown* is a 118-meg fighting game that takes place in ancient Japan, where mystical samurai warriors rule the land. Each of the game's 12 characters fights with a weapon, and two of them—including a hawk-carrying female ninja—attack with animals.

Look for scaling effects similar to the popular "zoom" feature in *Art of Fighting*—but this time there are three different perspectives instead of two.



F-1

DOMARK

For the Sega Genesis

AVAILABLE: OCTOBER

Bringing nearly two years of research and development to a head, Domark's *F-1* has been described as "the fastest Genesis driving game ever." After a recent sneak preview in the *VIDEOGAMES* offices, it's certainly hard to disagree.

Fully licensed from Fuji Television Network Inc., this is the first "official" Formula One racing game to appear on these shores. With three modes of play—arcade, training and championship—*F-1* also offers four levels of difficulty and a two-player, split-screen mode. A Game Gear version will hit the shelves in November.

CyberVirus

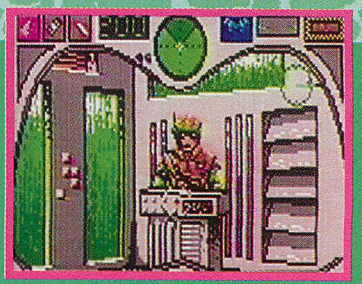
BEYOND GAMES

For the Atari Lynx

AVAILABLE: SEPTEMBER

From the creators of *BattleWheels* comes this futuristic first-person shoot-'em-up for the Lynx. Armed with a machine gun and grenades, you'll infiltrate the Sirrius R&D compound to rescue hostages and destroy the BAD-1200 robots that have been infected with the CyberVirus.

Though it's only a one-player game, *CyberVirus* uses twice as much memory as *BattleWheels*, delivering 30-plus levels of fully scaling graphics.



Street Fighter II Dash

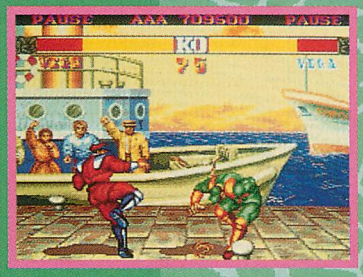
NEC

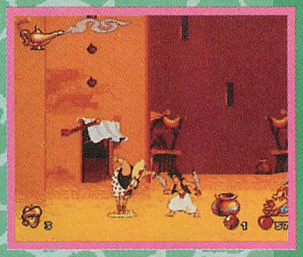
For the PC Engine

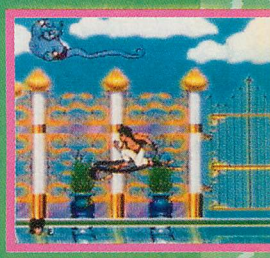
AVAILABLE: NOW

Currently available as a Japanese import only, this 20-meg HuCard brought the *Street Fighter II Champion Edition* coin-op to PC Engine systems in June.

A close conversion of the original arcade title, the game is 12 megabits larger than any previous PC Engine cartridge. Compatible with American TurboGrafx-16 or Duo units only with the use of a special adapter, *Street Fighter II Dash* is rumored to include a hidden "Turbo" mode; we'll deliver more details as soon as they become available.







Disney's Aladdin

SEGA

For the Sega Genesis

AVAILABLE: NOVEMBER

If you saw the insightful article on this new 16-meg cartridge title in our July issue, you should be aware that *Disney's Aladdin* has the potential to become the biggest blockbuster video-game release since *Super Mario Bros. 3*. It's being developed by Virgin Games and Sega in conjunction with a team of more than ten Disney animators, many of whom worked on the *Aladdin* feature film itself.

Mixing memorable scenes and music from the film with newly created scenarios, it's a run-and-jump platform game for one player. Look for a Sega CD version within the next few months.

Super Bomberman

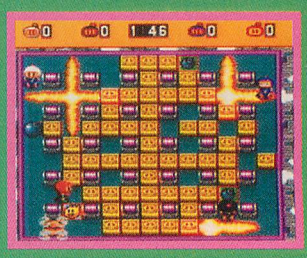
HUDSON SOFT

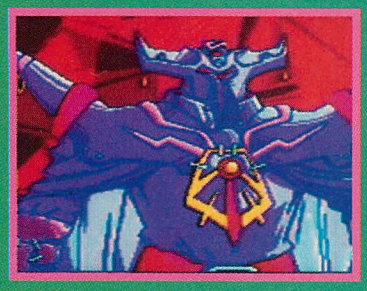
For the Super NES

AVAILABLE: SEPTEMBER

The first true 16-bit version of the classic action/strategy game, Hudson's *Super Bomberman* will be bundled with its Super Multitap accessory at a suggested retail price of $69.95. The Super Multitap allows SNES owners to connect four controllers to the Player Two port on the front of the machine; though *Super Bomberman* is only a four-player game, the new peripheral makes five-player action possible for future games.

Aside from new power-ups in the "battle mode"—like a boxing glove to punch bombs *over* walls and a roller skate icon that makes your player move faster—the standard one-player mode includes an option for two-player cooperative play.





Lunar: The Silver Star

WORKING DESIGNS

For the Sega CD

AVAILABLE: OCTOBER

Known for its top-quality CD-ROM conversions for the TurboGrafx-16/Duo, Working Designs has earned a Sega license and is hard at work on translating *Lunar: The Silver Star* for the Sega CD. Released for the Mega CD in Japan during June of 1992, *Lunar* is still the number one role-playing game for that system.

Featuring an original theme song and numerous animated sequences with top-quality voice acting and stereo sound, *Lunar* also offers a side-perspective combat interface and Working Designs' trademark blend of literacy and humor.

Art of Fighting

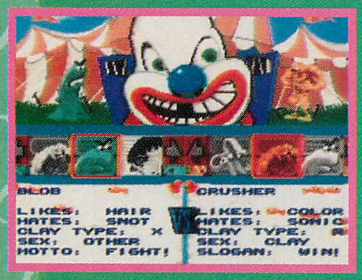
TAKARA

For the Super NES

AVAILABLE: NOVEMBER

Following up its successful conversions of Neo•Geo titles like *Fatal Fury* and *King of the Monsters*, Takara now brings SNK's tour de force *Art of Fighting* to Super NES owners.

In this 16-meg conversion, players can face off against Jack, King, Todo and the rest of the fighters from the original "100-Mega Shock" Neo•Geo title. The "zoom" effect of the coin-op is also expected to be included, though the two perspectives may not be as drastically different as in the original game.



Clay Fighter

INTERPLAY

For the Super NES

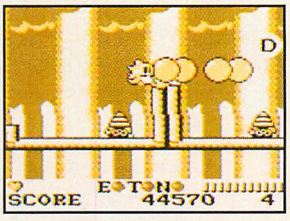
AVAILABLE: FOURTH QUARTER

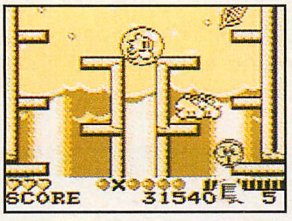
Imagine a *Street Fighter II* clone featuring characters that have been digitized from clay-animated models and a deranged sense of humor; that's *Clay Fighter* from Interplay. A 16-megabit, close-combat game for one or two players, the game uses technology similar to the process that brought *Trog* to life in the arcades.

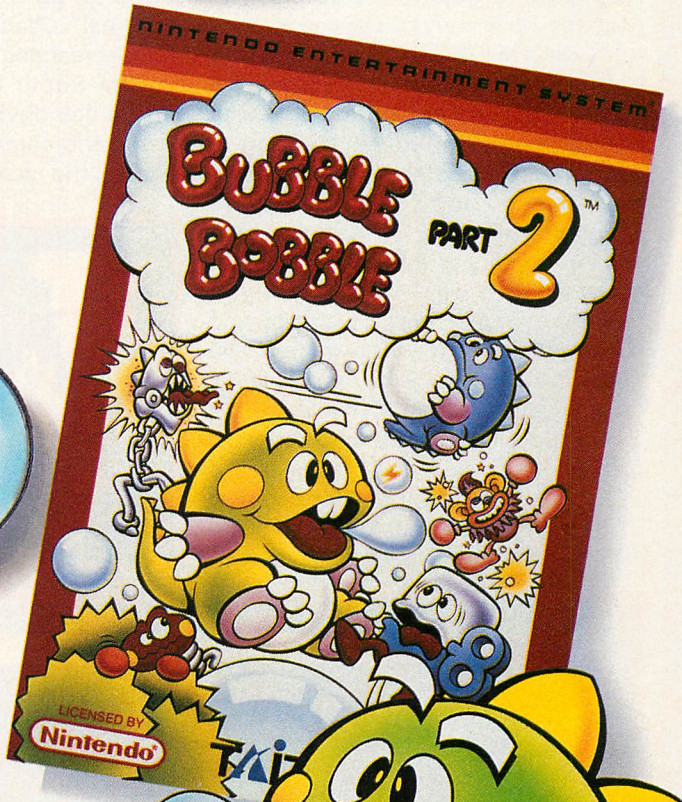
Fighters include Bad Mr. Frosty (a snowman with lethal claws), Val (a Nordic-looking female opera singer) and Impersonator (an Elvis look-alike who attacks with his hair and stomach). Instead of the standard blood effects of most fighting games, the combatants in *Clay Fighter* change shape as they are pummeled, and pieces of clay fly from their bodies!

ORIGINAL BUBBLE BOBBLE SOLD ONE MILLION COPIES

DOUBLE BUBBLE TROUBLE!







Whoever says blowing bubbles isn't much fun is full of hot air! "Bubble Bobble" is **back** with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow!

TAITO™

TAITO AMERICA CORPORATION
390 Holbrook Drive
Wheeling, IL 60090

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CIRCLE #114 ON READER SERVICE CARD.

FEATURE REVIEW

VIDEO GAME REVIEWS

Street Fighter II Turbo

CAPCOM

For the Super NES ($69.95)

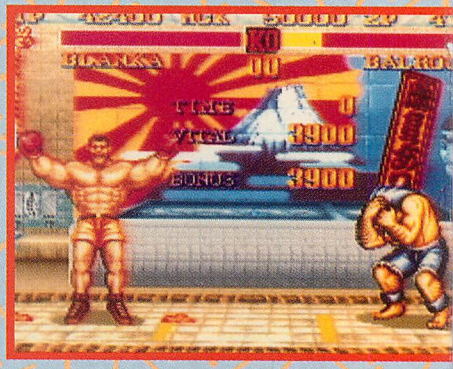
SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	**10**
OVERALL	1	2	3	4	5	6	7	8	**9**	10

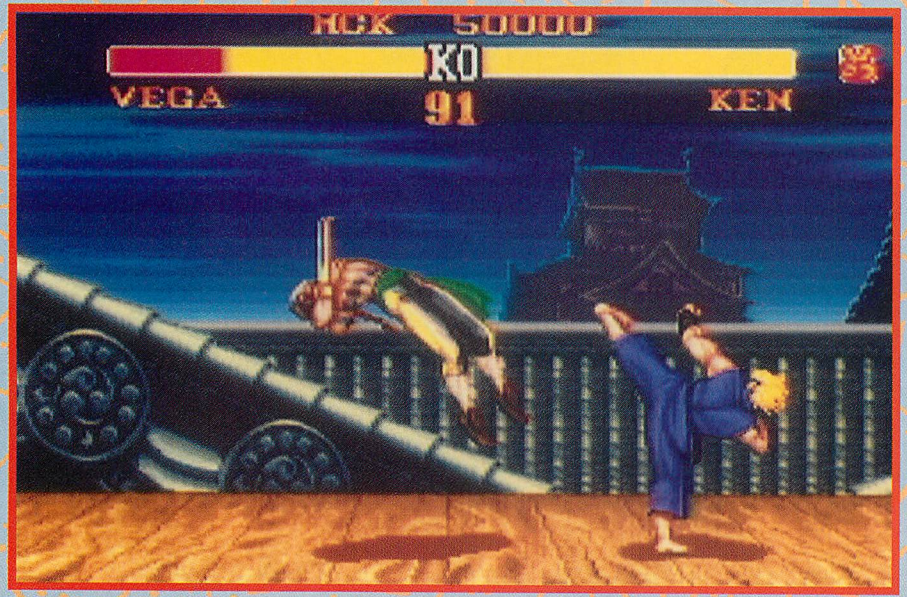
If you're a Super NES gamer who doesn't own a copy of Capcom's original *Street Fighter II*...well, I won't bother talking to you, since you've probably already turned the page with the words "Who cares?" ringing in your head. Those of you who *are* taking the time to read these words are undoubtedly looking for the answers to two burning questions: What's different about the new *Street Fighter II Turbo* (*SFIIT*) cartridge, and is it worth buying if I already own the first game? The respective answers, in my professional opinion, are "a lot" and "probably."

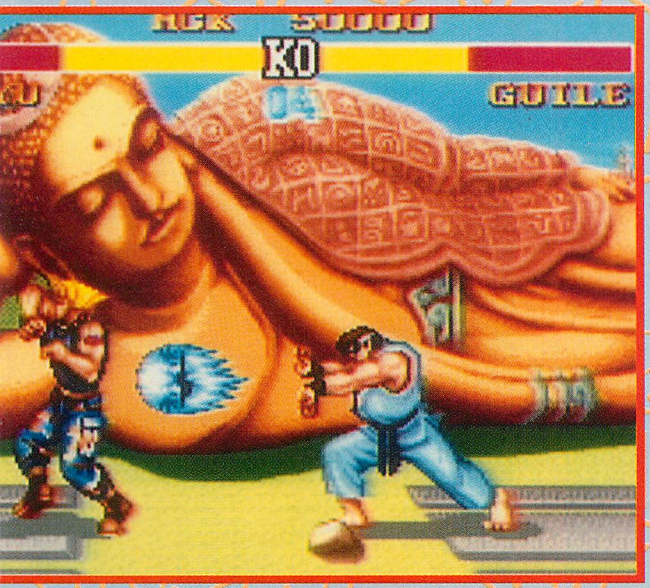
Included in *SFIIT* are two different games. The "normal" game is the SNES equivalent of the *Street Fighter II Champion Edition* coin-op, with modified backgrounds, new moves, player-vs.-same-player option with new character colors, more balanced character attributes and control over the four bosses. The *Turbo* game mirrors the *Street Fighter II Turbo Champion Edition* (or *Hyper Fighting*) coin-op, with yet another set of character colors, more balance between characters, new moves—including Chun Li's fireball attack—and much greater speed. The speed is adjustable, too; the five settings range from zero (same as the "normal" *Champion Edition* speed) to four (screamingly fast).

The Super NES *Street Fighter II Turbo* has obviously been developed using the same engine as its predecessor; the character animation, background elements, music and sound effects are all very similar to *SFII*. Having said that, let's take a closer look at some of the more significant differences between the two versions in each of these categories.

Aside from the obvious benefit of having the additional four characters, all of the fighters look sharp in their new *Turbo* colors. Though most of the animation is unchanged, several characters—particularly E. Honda—have many new "frames" of action, even in basic movements. The scenery is similarly buffed-up, with bats hovering in the rooftops of Ryu's stage and more cheering onlookers on the boat in Ken's stage.



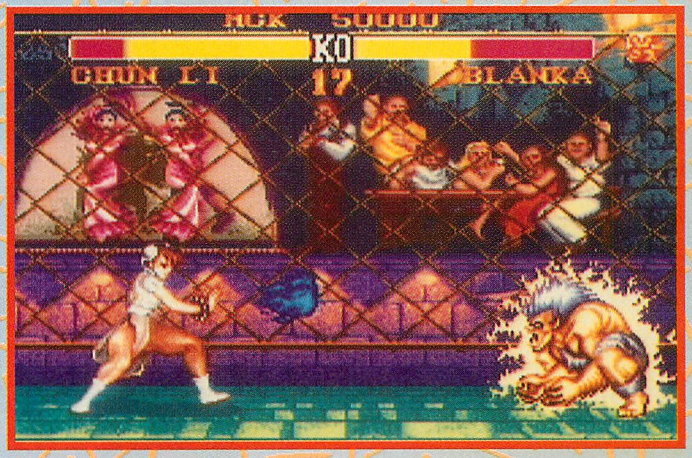


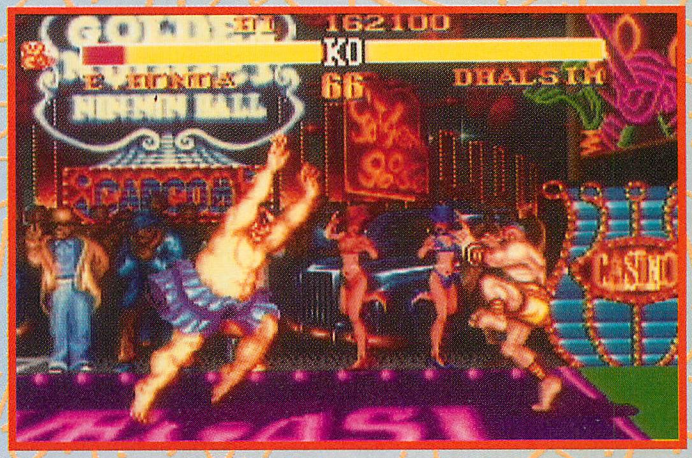


Speaking of cheering onlookers, there are many new sound samples in *SFIIT*, including crowd noise, elephant sounds in Dhalsim's stage and lots of original tidbits from the arcade that were left out of the 16-meg *SFII*. What's more, though the music is the same, the soundtrack has been reprogrammed to allow more "overlap" between voices, music and sound effects. It's not unusual to hear Blanka's howl, crowd noises and the words "You lose!" all at the same time, with crystal clarity.

All of these refinements may not sound like much, but they have a tremendous impact on any player who has spent the last 12 months hacking away at a Game Genie to try to increase the speed or change the rules of the original SNES *SFII* cartridge. The overall effect is that the new game offers a lot more variety and subtlety—and therefore represents a better value—than the first game.

For me, the biggest reason why *SFIIT* is better than *SFII* is the former's expanded difficulty curve. Eight levels of challenge would have been enough for most players, but the range from "easy" to "hard" is much greater this time. The easiest setting is a snap for most players to get through, much easier than *SFII*'s mildest level. It's also important to consider that there are four "Turbo" speeds and a normal non-Turbo game within each of the eight difficulty levels, for a total of 40 different configurations in the one-player mode. Multiply that times 12 different characters, and you will have kids working up strategies and combos until all the cows come home...and that's not even considering the two-player options.





Convinced? I am. Capcom has taken its most outstanding title and made it even more outstanding. It's up to you to decide if another $70 *Street Fighter* game is within your budget—but the bottom line is that many fighting-game fans will find it hard to resist this new cartridge.

—Chris Bieniek

Capcom USA Inc.
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Santa Clara, CA 95054
(408) 727-0400

EDITORS' RATINGS

CHRIS 1 2 3 4 5 6 7 8 **9** 10

MIKE 1 2 3 4 5 6 7 **8** 9 10

Mike agreed with Chris that *Street Fighter II Turbo* is even more outstanding than the original, but felt the hefty $70 price tag might be a big deterrent.

Jurassic Park

SEGA

For the Sega Genesis ($54.95)

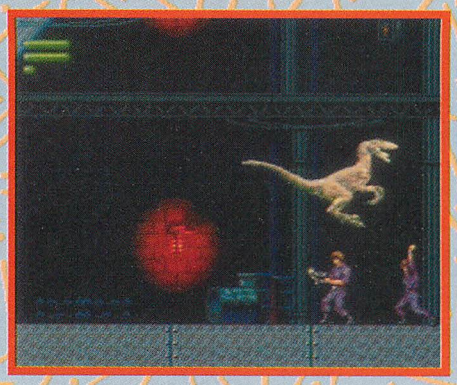
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS						6				
PLAYABILITY								8		
OVERALL							7			

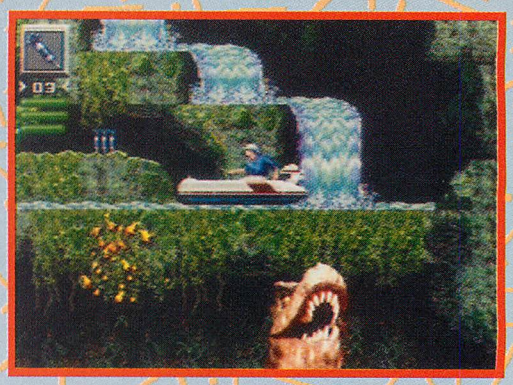
I read the book twice. I saw the movie twice. And I've played the video game for two days straight. I am now sick of *Jurassic Park*. But you're not. So I'm going to review Sega's 16-meg Genesis cart for you. Just don't expect me to recap the story line. That would be going too far. Whaddya *mean* you haven't seen the movie or read the book?! What are you, some kind of freak? I already said I won't recap the story line! I'm sick of the story line! Sick, I tell you! Sick! *[We're sick of this opening paragraph.—Ed.]*

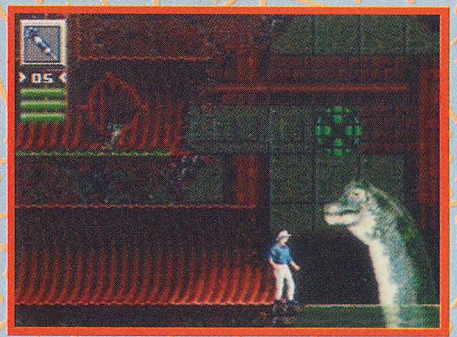
So, anyway, here's the story line. *[Much better.—Ed.]* A rich old guy uses DNA reconstruction technology to create Jurassic Park—a theme park with real live dinosaurs—on an isolated island. The rich guy brings in two dinosaur experts to give Jurassic Park their seal of approval and takes them on a (three-hour?) tour. Alas, due to the actions of a traitorous computer hacker, Jurassic Park's security systems go down and all hell breaks loose. This is where the story line ends and the game begins.

You can play Dr. Alan Grant, trying to make your way through Jurassic Park to the Visitor Center, or you can be a Velociraptor, a semi-intelligent dinosaur trying to escape the island by stowing away on a boat. The locations of items and enemies change depending on which character you choose, which makes *Jurassic Park* practically two games in one.

The action in each of the game's seven levels is typical side-scrolling platform stuff. There are no continues, but passwords are given after each level. If you're playing as Grant, you'll find a nice selection of weapons scattered around, including the Stun Gun (*zap!*), Gas Grenades (*kaboom!*) and Super Darts (*thwip!*). If you're playing as the Raptor, you don't need weapons; between your jaws and your claws, you can disembowel just about anything that gets in your way (*ick!*). What Sega hypes as separating *Jurassic Park* from other platform games is the "ADI" (Artificial Dinosaur Intelligence) of the 'saurs, but they seemed about as stupid as the enemies in most other platform games to me. (Programmers must hate comments like that.)







The graphics in *Jurassic Park* are weak; I find it very hard to believe that this is the best the programmers could do with 16 megs of memory. The animation is decent—although the Raptor is much too obviously a digitized model—but the backgrounds are very plain. I know that a lowly video game can't hope to compete with the special effects in a $65-million motion picture, but the graphics could have (and should have) been a lot better.

The verdict: *Jurassic Park* is a very good platform game, but the graphics are a letdown. With some better visuals and slightly better play control, this game would easily have scored an 8 or 9. Bummer. At least it'll help you kill time while you wait for the scorching-hot Sega CD version of *Jurassic Park* coming later this year.

—Zach Meston

Sega of America
130 Shoreline Drive
Redwood City, CA 94065
(415) 508-2800

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS							7			
MIKE					5					

Being a fan of the movie and book, Mike wanted to like *Jurassic Park*, but was immediately turned off by the poor controls and rush-job graphics.

Rock n Roll Racing

INTERPLAY

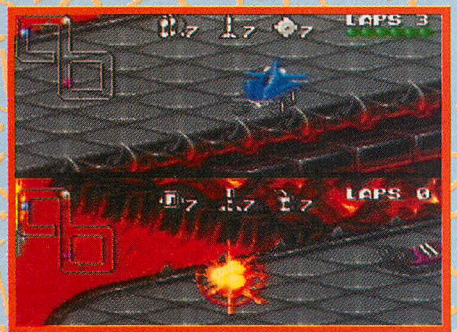
For the Super NES ($59.95)

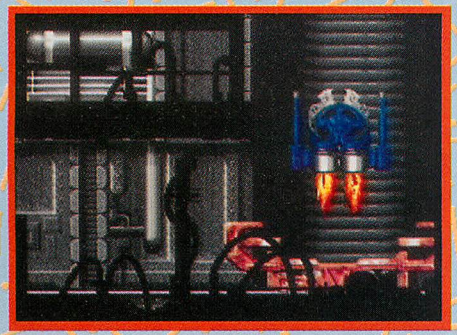
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								●		
GRAPHICS									●	
PLAYABILITY									●	
OVERALL									●	

What would *you* think a game called *Rock n Roll Racing* (*RnRR*) would be about? A band in a Partridge Family touring bus, careening through bumper-to-bumper traffic in order to make it to their next gig? No. (But that isn't a bad idea!) Okay, how about a conventional cockpit racing game interspersed with *Make Your Own Video* sequences? No, no, a thousand times no.

RnRR is, in fact, one part *Super Off-Road* and one part *Spy Hunter*, overlaid with an outer-space theme and almost a half-dozen rock and roll hits cranking in the background. You're one of four aliens competing in a galaxy-wide series of off-road races while shooting at, crashing into and setting traps for the competing drivers. The question is, does this bizarre amalgam of elements make something playable? Absolutely.

In either one-player or split-screen two-player mode, you control your car from an aerial view, as in *R.C. Pro-AM* or *Super Off-Road*, but with a tighter zoom so the cars are bigger. A small diagram of the track, with colored blips representing the four cars, is always visible in a corner of the screen. There are dozens of racetracks, since there are five different planets and each planet has several different tracks. (There are plenty of other options—too many to list here.)





These tracks are great fun, ranging from basic rectangles to complicated layouts with alternate routes, steep hills and multiple jumps. They're raised in relation to the surrounding environment (which differs according to the planet), so, if you time a jump incorrectly as you're rounding a curve, you may easily find yourself soaring up and over the track, landing in a dramatic explosion somewhere off the track. The roadway's also littered with money, armor and mines or oil slicks left by other cars. In order to progress to a new planet, you'll have to achieve a minimum number of points over a single division.

You also earn money as you win. With it, you buy better equipment (engine, shocks, tires, armor, power charges, rear and forward weapons). Earn enough money and you can buy a whole new vehicle—there are five to choose from. A password saves your progress.

Graphically, the game's full of neat touches, especially during the sequences where you travel to a new planet (here the game uses scaling, rotation, multiplane scrolling...the whole bag of tricks). I detected no slowdowns, even when the split-screen mode was filled with explosions and pileups. From an audio standpoint, the game is also *very* strong: The crisp, high-energy voice of Larry "Sweetmouth" Huffman will be recognizable to anyone who's ever heard a "Sunday, *Sunday*, SUNDAY!" funny car commercial, and the sound effects are a barrage of realistic squeals, crashes and kabooms. The rock and roll is excellent, although, with only five selections, it does get repetitive.

I rarely meet a racing game I like, but *Rock n Roll Racing* kept me coming back for more, over and over, until my thumbs were nearly raw. It's one of maybe two or three racing carts I'd be happy to pay full price for. Very highly recommended!

—Josh Mandel

Interplay Productions
17922 Fitch Ave.
Irvine, CA 92714
(714) 553-6678

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS									●	
MIKE									●	

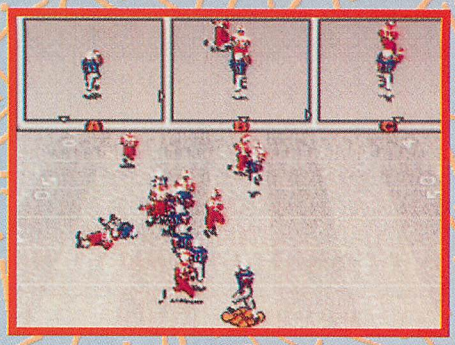
Chris said that the soundtrack is a killer and that it's a race game with personality. Mike loved the long-term playability of *Rock n Roll Racing*.

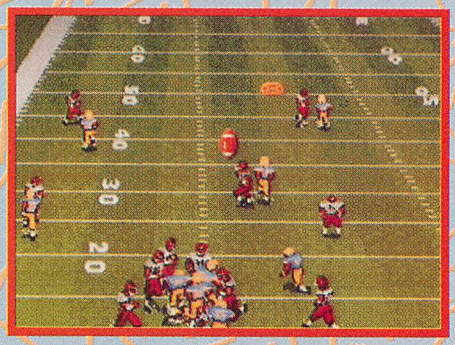
Bill Walsh College Football

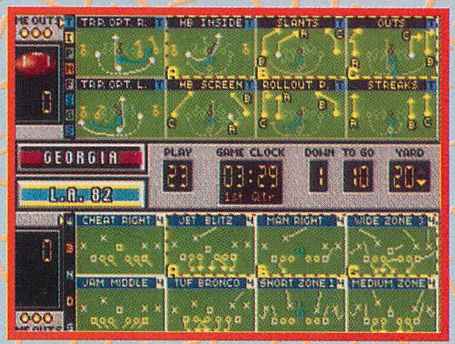
ELECTRONIC ARTS

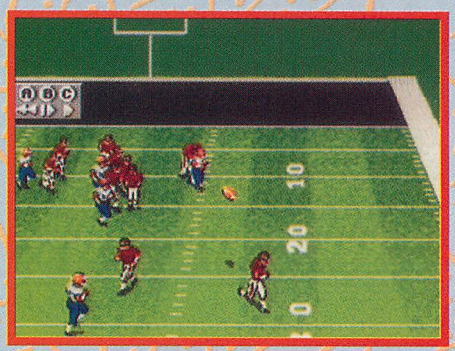
For the Sega Genesis ($59.95)

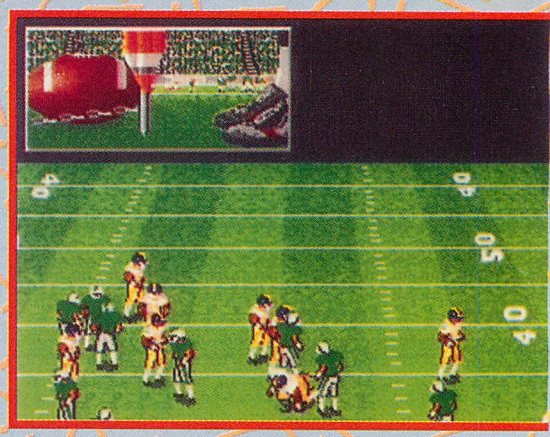
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS									9	
PLAYABILITY									9	
OVERALL									9	











Okay, I know what you're thinking: *Another EA football game? Been there, done that.* Heck, that's the first thing I thought when I saw this cart, but, before you turn the page, let me tell you that *Bill Walsh College Football* is NOT *John Madden Football* with the team names changed. Sure, it borrows heavily from the original *JMF* engine, but the *BWCF* design team has added enough enhancements to call this game its own.

The most obvious change is that this is *college* ball, with a different set of rules than its professional cousin. For example, the ball carrier is down when his knee hits the ground (even if no defensive player touches him), the play clock is only 25 seconds, there is no two-minute warning and, of course, there is the two-point conversion option after a touchdown (worth the price of admission by itself!).

Another big difference between *JMF* and *BWCF* is the play-calling screen. A scrolling window lets you view eight of your 56 available plays at once, allowing you to quickly pick a play before the meager 25-second clock expires. A scroll arrow along the side of the screen helps you navigate the window by indicating the current formation (e.g., shotgun, wishbone, nickel, etc.).

One of my pet peeves with the *JMF* series was the lack of movement by the defensive secondary before the snap of the ball. For instance, after selecting a "Monster Blitz" I had to manually move all of the blitzing defenders closer to the line of scrimmage before the opposing quarterback hiked the ball if I wanted the true effect of the blitz to be felt. Happily, this has been corrected in *BWCF*, with defensive players automatically realigning themselves based on the play called.

The game is full of completely new options. You can now choose between Direct mode and Bluff mode for play calling. In Direct mode, a three-box A, B, C window is superimposed over the plays, and, once you position the boxes over the play you want, you press the corresponding letter. Bluff mode uses a single box and the C button to select a play. After selecting a play, you can continue to move the box to fool your opponent; pressing A will return you to the field. Other options include automatic or manual pass catching modes, selecting your own audible plays, a 16-team playoff championship (no more polls deciding who's Number 1!) and reverse-angle replays.

I saved the best option for last: four-player support! That's right, *BWCF* supports the new four-player adapter for the Genesis, so you can play 3-on-1, 2-on-2 or four against the machine. No more sitting on the bench when your friends come over to play the game!

While the excellent graphics are similar to the previous EA football games, some of the noticeable improvements include more detailed player animations, larger close-up windows, brighter colors and *wow!* how 'bout those cheerleaders! With its substantial modifications, *BWCF* is much more than a warmed over *JMF* clone; in my book, it's a front-runner for Best Sports Video Game of the Year.

—Jeffrey Tschiltsch

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS									9	10
MIKE								8	9	10

Chris and Mike pointed out that, with the new four-player capability, this could be the hot Genesis sports cart for 1993—at least until *Madden '94* appears.

Nigel Mansell's World Championship Racing

GAMETEK

For the Super NES ($69.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS						6				
PLAYABILITY								8		
OVERALL							7			

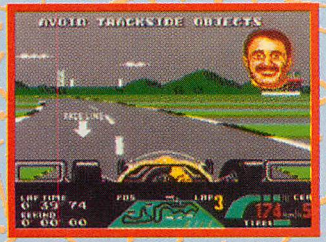
For the Nintendo Entertainment System ($39.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC						6				
GRAPHICS						6				
PLAYABILITY								8		
OVERALL							7			

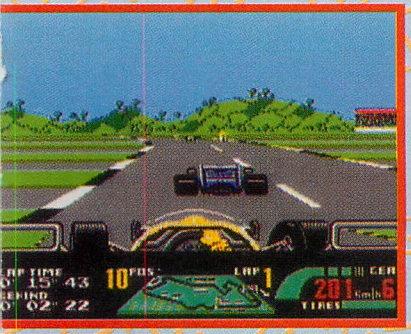
After coming off of a few days with *Rock n Roll Racing*, plugging in *Nigel Mansell's* is like shucking off your paintball outfit and putting on a three-piece suit; they're at opposite ends of the racing spectrum. *Nigel Mansell's* is much drier and less fanciful than a *Rock n Roll Racing* or a *Super Mario Kart*. It's a scrupulously modeled Formula One racing game that stresses authenticity.

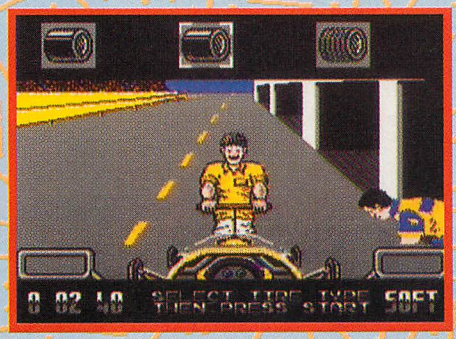
For those who haven't opened a sports section lately, British racecar driver Mansell won the F1 World Driving Championship in 1992. Mansell's going to be taking an especially active interest in your driving today, because, not only is Mansell going to privately tutor you on each of the tracks, but you're going to retrace that 16-track championship year playing the role of Mansell and (hopefully) winning it.

He was certainly patient with me as I bounced off of roadside objects and rammed the competing drivers. This sort of behavior is discouraged. In both the Nintendo and SNES versions, the tutorial shows you Mansell's recommended approach to each track, following behind him (or, on the NES, a mark) to see when he brakes, what his speed is and what area of track he drives on. You can also practice any of the tracks in any order desired before embarking on the '92 season. If you play the full season, a password saves your progress as the season goes by.



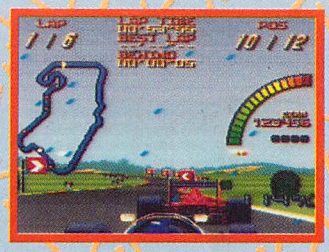
Nigel Mansell's for the NES.



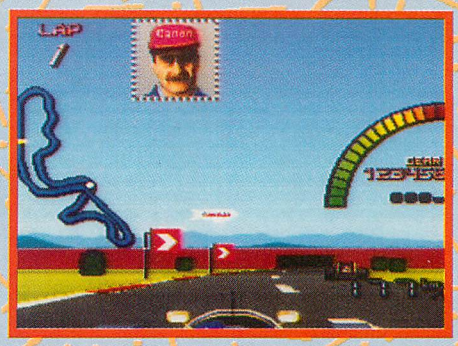


In addition to the (ahem) minor task of perfecting your technique for each track, you'll also have to make a few decisions about your car's equipment: tires, airfoils, gear ratio and automatic or manual shifting. (Automatic provides basically an easier game, although the auto-shifting is purposefully less than ideal.) Whenever you make a pit stop, you can change your tire type, should conditions—or your judgment—have changed. Yes, the weather's variable depending on what part of the world you're racing in.

Both versions are graphically about average for their individual platforms. The SNES uses a couple of nice Mode 7 effects as window dressing (the globe is excellent) and manages some good scaling effects with the bit-mapped graphics on the track at high speed. I was disappointed that the Monaco track didn't accurately reflect the fact that the actual track is on city streets...that would've been excellent. Sound is used impressively in the SNES cart; there are some subtle details that really show that the designers did their homework (the engine sounds, for instance, are from the same model engine as Mansell's 1992 car). Unfortunately, the speech effects in the tutorial portion are hard to decipher. There's no speech in the NES version, but it's not missed.



Nigel Mansell's for the Super NES.



Nigel Mansell's is almost more of a simulator than a game, appropriate more for those who're looking for a pure racetrack experience as opposed to bigger-than-life entertainment, such as giant mud bogs and 18-wheel Monster Stompers. Racing aficionados who want a serious test of prowess will derive the greatest pleasure from racing with *Nigel Mansell's World Championship Racing*.

—Josh Mandel

GameTek
2999 N.E. 191st St., Suite 800
North Miami Beach, FL 33180
(305) 935-3995

EDITORS' RATINGS

SUPER NES

	1	2	3	4	5	6	7	8	9	10
CHRIS								8		
MIKE								8		

Not being a fan of racecar-type games, Mike commented that he actually enjoyed playing *Mansell*. Chris enjoyed the game's speed and low perspective.

EDITORS' RATINGS

NES

	1	2	3	4	5	6	7	8	9	10
CHRIS								8		
MIKE							7			

Both editors concurred that it was one of the cleanest and fastest NES games since *Rad Racer*, and that it breathed life into the NES system.

Rocket Knight Adventures

KONAMI

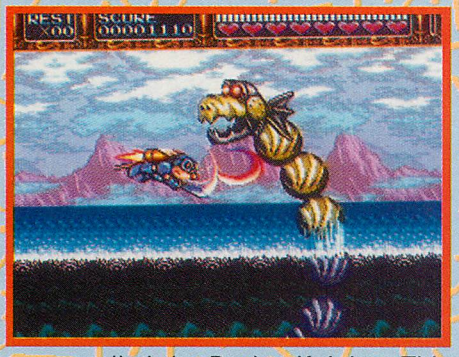
For the Sega Genesis (N/A)

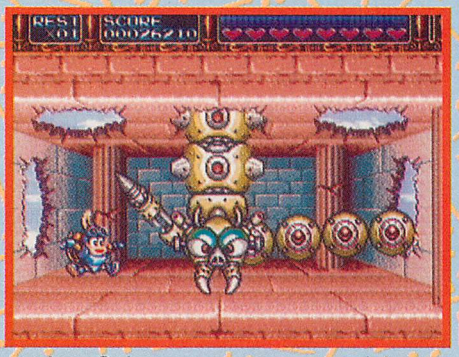
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS						6				
PLAYABILITY							7			
OVERALL							7			

Konami can always be counted upon for consistent scrolling games. Through the years, it has provided a whole selection of NES and SNES scrollers, like the *Castlevania*, *Gradius* and *Contra* series. A new game, *Rocket Knight Adventures*, follows in the same Konami quality, but I'll detail why you might want to get a good look at it before deciding if it's for you.

The story revolves around an opossum named Sparkster, the head of a group called the Rocket Knights. This clan is responsible for the protection of the kingdom of Zebulos, a land that's been the home to some serious good vs. evil battles. Equipped with jet backpacks and "mystical swords," you lead Sparkster through a new conflict against Axle Gear, a former Rocket Knight turned sour.

Comprising seven levels, *Rocket Knight Adventures* will test your ability to get out of tight jams in a variety of layouts. Some have you flying through the sky, taking on different enemies and crafts that cross your path. Others are run-and-jump scrolling levels that require you to fire your sword at enemies. In stages like these, you have the ability to "build up" your rocket pack to leap higher (toward bonuses and recharging fruit), rocket ahead and into an opponent or bounce off walls to get at seemingly unreachable platforms. Each stage offers you a different type of location—be it water, corridors or the air. Another level has you racing a bunch of adversaries down a labyrinth-type hall in an effort to make the exit before they hit you.





Rocket Knight Adventures does a good job of pushing the Genesis, with high-quality graphics and sound—nothing earth-shattering, but not too disappointing either. There is one segment where you are running over ebbing reflective lava, and it's a really nice effect; in fact, it can help you in spotting a platform "hidden" by tree branches.

At times, however, the action slows down, which can be very annoying and even a hindrance to your timing. Other animations are a bit sloppy and some situations are plain frustrating. For example, one scene has you trying to fire on a giant rocket, and, because it's so big, you have very little room to maneuver around the screen. Not only are you limited in this scenario to firing in only one direction, but you can also get pushed into a corner that has no way out. This squeeze doesn't let you rely on your skill to survive, but, rather, requires you to memorize the pattern of the enemy. Sorry, but this isn't very much fun.

On the more complimentary side, there are three different difficulty settings, and even the easy level will put plenty of pressure on you to get through. You'll hit sections that will seem impossible to surpass, but concentrated effort, a pinch of ingenuity and some time will allow you to move on. Fans of scrolling games will probably enjoy *Rocket Knight Adventures* and what it offers.

I guess you can see I have some mixed feelings regarding what *Rocket Knight Adventures* offers the gamer. I felt that the developers had alternating moments of inspiration, mediocrity and boredom with this project. It won't write new chapters in video-game history, but it's not a throwaway either. It's a middle-of-the-road scroller, little more.

—Andy Eddy

Konami
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Buffalo Grove, IL 60089-4510
(708) 215-5100

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS								8		
MIKE						6				

Chris and Mike had a gun battle over how good *Rocket Knight* is. Mike thought that it was unoriginal and repetitive, while Chris gave it the "thumbs up."

Super Baseball 2020

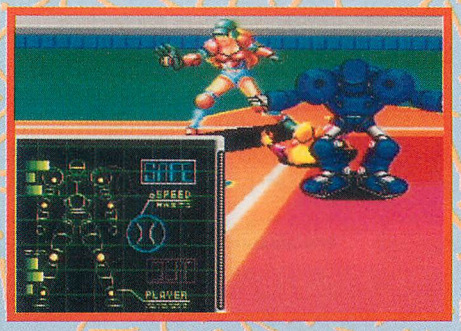
TRADEWEST

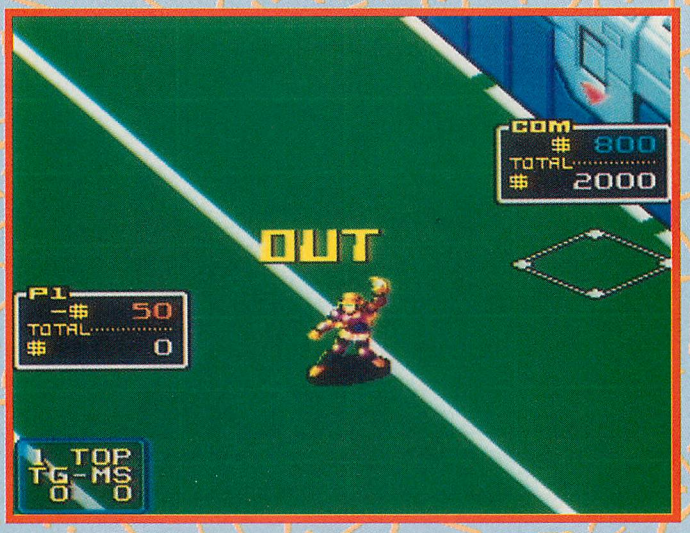
For the Super NES (N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC					5					
GRAPHICS						6				
PLAYABILITY							7			
OVERALL						6				

A conversion of the SNK game for the Neo•Geo, *Super Baseball 2020* for the SNES does for baseball what *Cyberball* did for football. Robots and armor-enhanced humans play a modified version of the national pastime in the "Cyberegg," the world's largest baseball stadium, where each player's batting and throwing power is controlled by the cyber-computer. Teams are awarded cash for everything from hits to diving catches (and deductions for strikes and outs!); the money can be used by managers to purchase power-ups like enhanced batting arms or replacement robots during the game.

Since the robotic player's abilities are far greater than the normal baseball player, changes have been made to the configuration of the playing field to provide more excitement. While players still run the bases in the familiar diamond pattern, the rules for fouls have been radically altered. The width of the field has been increased with only a small foul ball zone behind home plate. Most of the spectator area has been covered with plexiglass so, when a ball is hit into the stands, it bounces off the glass and back into play. Consequently, hitting the ball out of the park isn't enough for a home run; you must hit the ball into a rectangular area high in the bleachers of straightaway center field. A section of the field directly below the Home Run Zone is an enhanced Jump Zone, which maximizes the effect of your booster rockets so you have a chance to block a potential home run blast.





Super Baseball 2020 has most of the standard video hardball features, such as league play with passwords, two-player exhibition games, substitutions, base stealing and so on. Each time a batter comes to the plate, you'll see the results of his last plate appearances (e.g., SINGLE, OUT, OUT). Since we're dealing with robots here, the designers had a little fun with indicating player fatigue: When a robot becomes damaged or worn out, it begins to leak fuel, which eventually will lead to fires and, ultimately, explosions. When you start seeing sparks and flames, you'll know your player is on its last legs.

It's disappointing that touches such as those are few and far between. I expected a lot more graphically from a futuristic baseball game. Most of the robots look the same and feature very few unique animations. Occasionally, a great defensive play will be rewarded with a still-frame close-up or reverse angle replay, but these are "canned" routines, and, once you've seen them, they are of little interest. I also felt the base-runner indicator gave an inaccurate representation of your player's position, often making it look as if you were right on top of second base when, in fact, you were several steps away from the bag.

For those looking for something different in a baseball game, *Super Baseball 2020* offers plenty of twists on the traditional baseball theme. It's a fun game, but the average graphics and apathetic use of the SNES sound chip keep this cart from being a standout.

—Jeffrey Tschiltsch

Tradewest Inc.
2400 S. Highway 75
Corsicana, TX 75151-1796
(903) 874-2683

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS								8		
MIKE						6				

Chris said that it was a fun baseball game, as well as a great clone of the Neo•Geo version. Mike thought that it was difficult to find your outfielders during a play.

Journey from Darkness: Strider Returns

U.S. GOLD

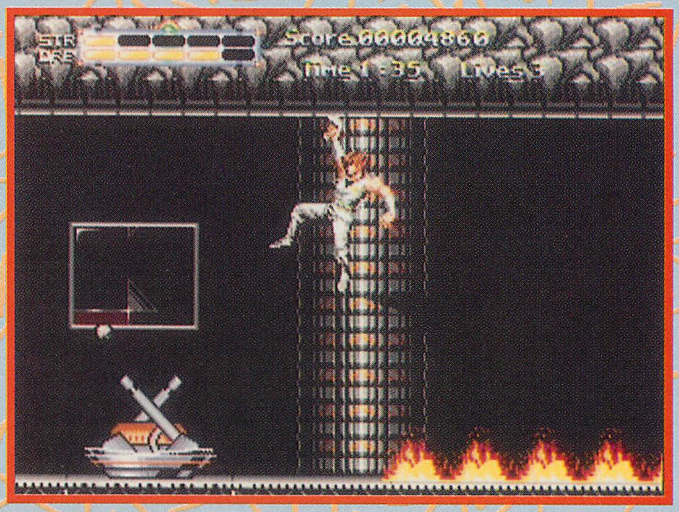
For the Sega Genesis (N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS								8		
PLAYABILITY						6				
OVERALL							7			

Strider is back. And if you thought his previous quests were tough, wait till you get a load of the areas through which he must fight this time. Whether he's swinging from limb to limb in the Enchanted Forest or fighting off treacherous enemies in the Castle Metropolis, the only way Strider has a dream of surviving this battle is if your trigger finger is hot and your control pad skills are honed to razor sharpness.

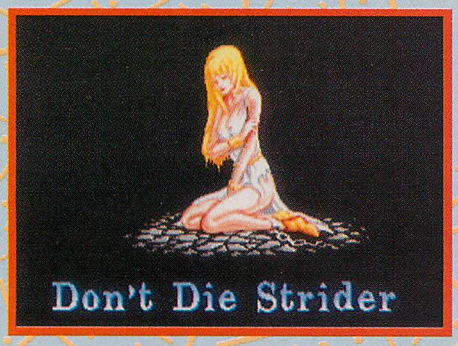
In this latest Strider action adventure from U.S. Gold, you'll guide your favorite hero through several deadly locations, including the aforementioned Enchanted Forest and Castle Metropolis, as well as the Hive, the Alien Depths and the Prison Ship. Along the way, you'll meet up with all types of foes, from mechanical birds that you can waste with a single shot to horrendously dangerous machines that can be beaten only by a quick and cunning hero.

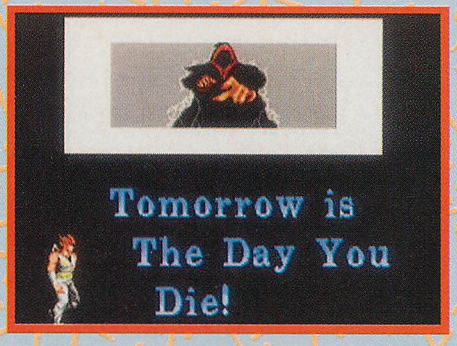
As usual, as you advance through each location, you can pick up various power-ups that provide extra health, extra weapon power or just boost your score a might. In any case, thanks to each level's ever-ticking clock, you must be quick to grab the power-ups in order to avoid running out of time before you reach the end of the level. Moreover, power-ups are closely guarded by enemies that must be defeated before you are able to acquire them.

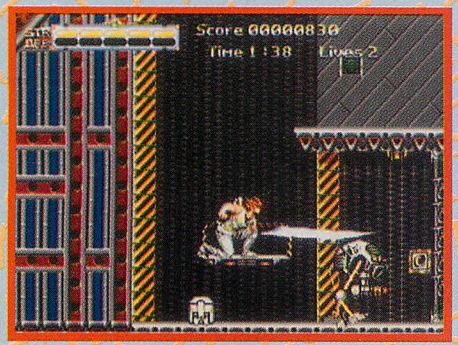


This is one of the toughest platform-type games this reviewer has played in awhile, certainly not one for the faint-hearted. Unfortunately, the difficulty is not only a result of the game's design, but also of the somewhat sluggish controls. For example, tapping the fire button isn't enough to trigger Strider's main weapon. Instead, you must hold the button down before your fire request registers with the game. (Having a turbofire option on your controller is a definite plus.) Ironically, the control pad is a little *too* sensitive, making it easy for you to accidentally turn Strider at the worst possible moment. Still, once you get used to the frustrating controls, you'll have Strider climbing, swinging, jumping and shooting like a pro. It'll be many hours before you guide Strider to his final confrontation, but your trek will be anything but boring, thanks to excellent graphics and challenging game play. If you've followed Strider's adventures up to this point (and even if you haven't), you'll want to add this latest chapter to your collection.

—Clayton Walnum







U.S. Gold
550 S. Winchester, Suite 200
San Jose, CA 95128
(408) 246-6607

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS							7			
MIKE							7			

A general consensus that *Strider Returns* could have been refined a bit more before being released. Such areas as the graphics and playability could've been tweaked.

Final Fight 2

CAPCOM

For the Super NES (N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS								8		
PLAYABILITY						6				
OVERALL							7			

The release of *Final Fight* for the SNES drew a mixed reaction from American gamers. While it was the most visually impressive side-scrolling "walk-and-punch" game on the market, it was missing one of the arcade original's characters, a level and the ability to have two players on screen at once.

In *Final Fight 2*, the two-player simultaneous feature and the option to choose from three player characters have both returned. Capcom also included six levels with multiple sections and created two new bonus stages to replace those from *Final Fight*. The screen now moves both horizontally and vertically, also.

Yet, for all of the new features, *Final Fight 2* is hardly the game that the original *Final Fight* was. When you get right down to it, walking-and-punching games (as well as walking-and-shooting games) are simply exercises in hitting targets. These games become fun when the targets get faster and more capable of defending themselves. While they look nice and are animated at least as well as those in the first game, *Final Fight 2*'s targets are slow and relatively defenseless; they walk into your punches and rarely avoid you. Compared to *Final Fight*'s enemies, they rarely take cheap shots. Worse yet, if you hit the attack button fast enough (or have turbo fire), only one enemy and a few bosses can break through your punches.

The music has better clarity than the last game, with some funky rescores of the old tunes mixed in with some reasonable new songs. The sound effects are also improved over *Final Fight*, although you might only notice that when using the sound test.

The backgrounds are very detailed, well-colored and diverse, but they aren't as fitting as the gritty urban climate of *Final Fight*. Unfortunately, although the art changes with every level, the cast of enemies stays pretty much the same; from Hong Kong to Europe to Japan, you're fighting the same people over and over again. At least there is a sufficient number of villains, incorporating both old characters, like the Andores, and new enemies, such as taser-wielding Elicks.

The three main characters are Haggar, a strong and slow wrestler; Maki, a weak but fast female ninja; and Carlos, a swordsman, average in strength and speed. Each character has an "attack" button (punch/kick), a "jump" button and a "special attack" button that drains life with each use. Compared to many other fighting games, *Final Fight 2*'s characters don't have enough moves—you may find yourself getting bored of doing the same attacks over and over again.

You're given six continues (twice *Final Fight*'s) plus one starting credit for each player and five men per credit—with the weak enemies and lots of men in reserve, you're virtually guaranteed to win on your first try. Actually, *Final Fight 2* only becomes a "game" when two people are playing and you have to stay out of your friend's way. Master that technique, and you'll win on "Expert" difficulty by your second or third try. To be fair, this game may satisfy the walk-and-punch fans who want a two-player simultaneous game with large characters. As much as I've liked the genre in the past, I personally wouldn't have played *Final Fight 2* more than once if I hadn't been reviewing it.

—Jer Horwitz

Capcom USA Inc.
3303 Scott Blvd.
Santa Clara, CA 95054
(408) 727-0400

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS							7			
MIKE							7			

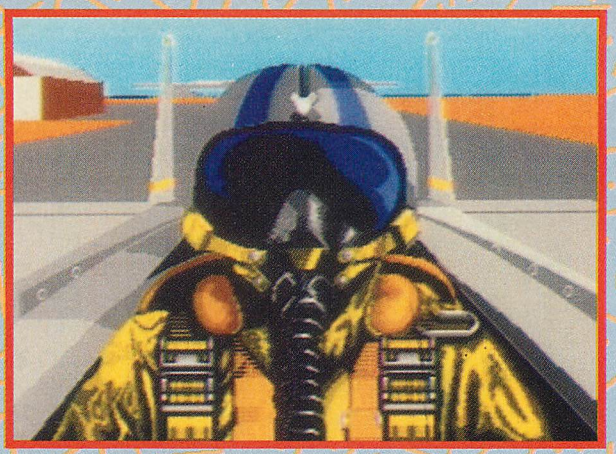
Mike pinned *Final Fight 2* as not as good as the first game. Chris said that he liked the fact that vertical-scrolling sequences were used in the graphics.

F-15 Strike Eagle II

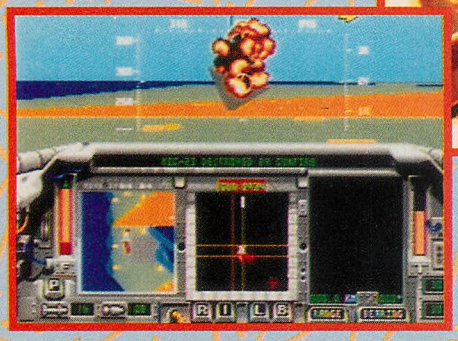
MICROPROSE

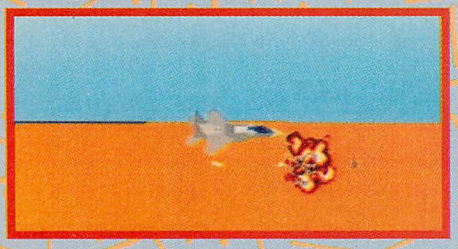
For the Sega Genesis ($69.95)

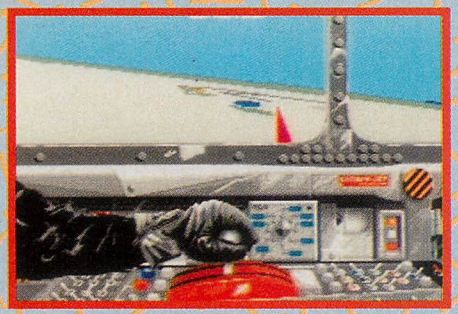
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC						6				
GRAPHICS					5					
PLAYABILITY					5					
OVERALL					5					



For a flight simulator to really work, it has to give the player a near-visceral experience. That might be a lofty requirement, especially on video-game systems at the present, but it's expected from any title aspiring to be a "simulator"—or, more specifically, a simulation of real-world flying. This is where *F-15 Strike Eagle II* falters. The game features all the standard combat flying stuff: the dogfights, the air-to-air and air-to-ground missiles and the takeoffs and landings, all from a first-person perspective. It's just that hardly any of it makes you feel as though you're a part of the action.







The obvious factor behind this problem is *Strike Eagle*'s graphics. Not only are they poorly detailed, they lack even sufficient simplicity for a player to clearly tell enemy targets apart from one another. You have to rely on the old assumptions: If it's moving through the air, it's probably a plane. If it's floating on the water, it's a boat. On the ground, it's a military facility, radar installation or missile launcher.

None of this would be so bad if enough screen space had been given for players to see the graphics. Nintendo's *Star Fox* has a game field sized down 15% to speed up the action of the 3-D graphics, and some critics made fault of this. How about a game where the main action occupies roughly 40% of the overall screen—and seems to *still* move slowly? The rest of the space is reserved for the larger-than-really-necessary map display, tactical display and tracking camera monitor. This is air combat seen through a mail slot.

Different camera views of your F-15 may be selected—from the craft's rear, side, an enemy's viewpoint of your plane and so forth. You can also look out of the cockpit toward the back and sides. Most of these viewing choices don't look too great (and are "letter boxed"). They are options provided for the sake of having options, and they add little to the game play.

Along with the slighted graphics, there are the bare-to-the-bone flight missions. Sure, there are six regions to fly into—the Middle East, Europe, Vietnam, etc.—but the missions themselves only require you to take out one primary target, a secondary one, return to the base and repeat the same steps in the next mission. By no means is it easy to accomplish this in succeeding levels, but the "rinse, lather, repeat" play quickly dulls due to the sameness of every mission.

It's unfortunate that a good translation of the PC *Strike Eagle* games has been unable to make its way to either of the 16-bit machines. *Super Strike Eagle* on the SNES is a compromise of its simulator origins with its many arcade-style graphic elements that make the first-person cockpit view appear out of place with the rest of the game. *F-15 Strike Eagle II* sticks to the essential elements of combat flight simulators, but it provides little else to do and see.

—Howard Wen

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EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS						6				
MIKE							7			

Chris liked the explosions and sound effects, but he thought the game was a bit dated. Mike said that the controls responded too slowly.

Terminator 2: Judgment Day

LJN

For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

"You're sending me *T2* to review? Excellent!" I shout into the phone. Twenty-four hours later, the Federal Express man hands me a package. But instead of the *T2* I'm expecting—*T2: The Arcade Game*—I get *T2: Judgment Day*, which I'd first seen over a year ago at the 1992 Summer CES. And the final result of over a year of development? Unfortunately, only a slightly above-average game.

Each of *T2*'s eight levels is a side-scrolling walk-and-shoot affair where the player has to complete objectives and find objects sent back from the future. For example, in the first level, the objectives are to arm yourself (by beating the stuffing out of biker punks and taking their guns), find the address of John Connor (by searching a phone book inside a phone booth) and pick up two future objects. In the second level, the objectives are to search John's house and find three future objects, John's ID and John's current location. The other six levels are similar. At the end of each level, the player's performance is rated in several categories (shooting accuracy, the amount of time needed to finish the level and so on).

The game play in the side-scrolling sequences is good fun, and the various objectives add a little adventure to the arcade action. It's especially fun to walk around with guns blazing, since almost all of the foreground and background objects explode after taking a few bullets. (I laughed out loud after blowing away the car in the garage of John's house.)

After completing a level, the player is thrown into the driving sequence. The player controls a motorcycle in the middle of the screen, viewed from a 3-D overhead perspective way above the ground, and drives to the next location while avoiding cars, trucks and other motorcycles. Sounds like fun, eh? It would be, if not for the fact that it's very hard to make turns. It sure seemed simple—just hold down the Y button and press left or right—but, by the time I was pressing Y, the street I wanted to turn onto had already whizzed past me, and that meant more driving just to turn around and try making the turn again. Aargh!

T2's biggest game play flaw is that there are no passwords or continues. (Yeah, I know how much fun most people have playing through the same level 398 times, but I'm an exception to the rule.) Passwords probably would have made the game too easy, but one or two continues (perhaps earned by superior performance scores?) would have been nice.

The graphics in *T2: Judgment Day* are strictly average. From the animation to the backgrounds, you've seen it all before—only better—in a dozen other Super NES games. The music and sound are also very average and very forgettable.

The verdict: *T2: Judgment Day* is a decent game hurt by subpar graphics and a lack of continues. *T2: Judgment Day* might make a fairly good rental—however, you probably would not want to own it.

—Zach Meston

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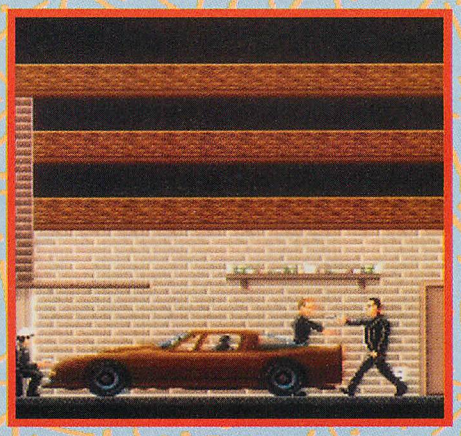
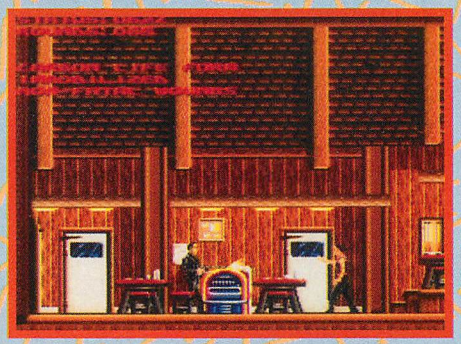
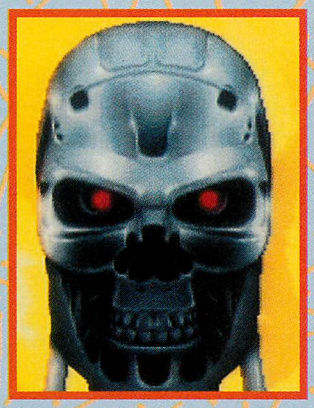
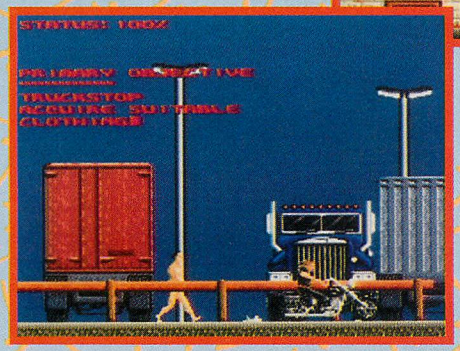
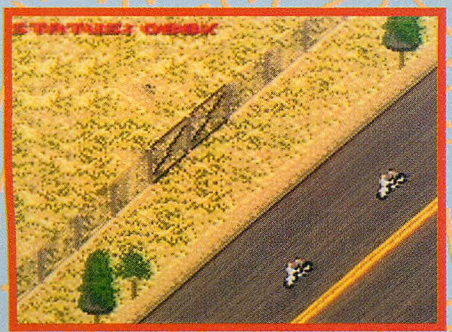










EDITORS' RATINGS

CHRIS	1	2	3	4	**5**	6	7	8	9	10
MIKE	1	2	3	**4**	5	6	7	8	9	10

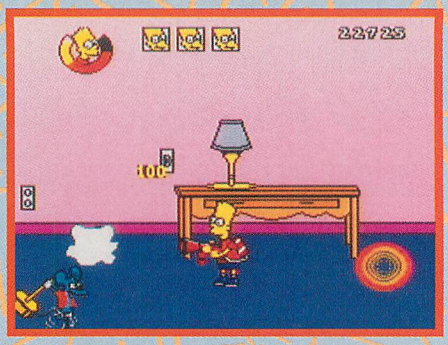
Chris said that this game was far too plain to generate excitement. Mike thought that it was a big disappointment after playing *T2: The Arcade Game*.

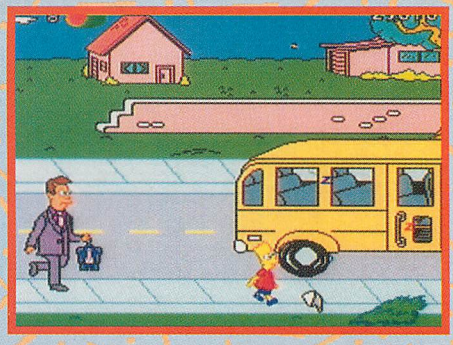
Bart's Nightmare

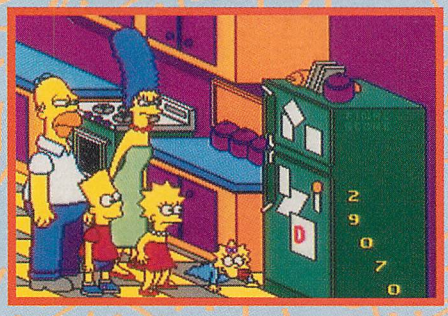
FLYING EDGE

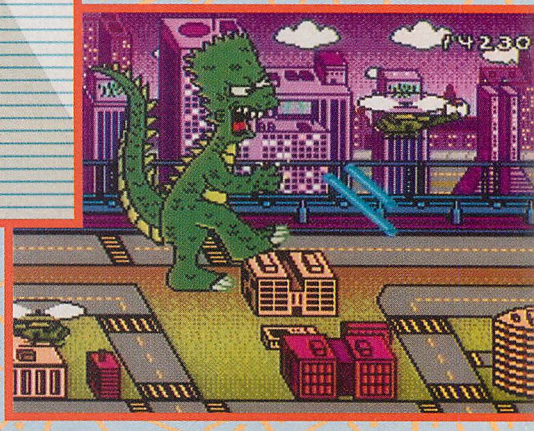
For the Sega Genesis ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	**5**	6	7	8	9	10
PLAYABILITY	1	2	3	**4**	5	6	7	8	9	10
OVERALL	1	2	3	4	**5**	6	7	8	9	10









Believe it or not, Bart is determined to finish his homework and get a passing grade. But, as fate would have it, after working most of the night, Bart falls asleep and enters a nightmare in which his homework is blown out the window into a strange world filled with eerily familiar creatures. If Bart isn't to fail his assignment, you must guide him past these creatures and gather all the lost pages.

Your search takes you through six worlds, each of which contains one or more pages of Bart's homework. In Windy World, for example, you must jump over animated mailboxes, as well as avoid Lisa Fairies that change you into a frog, statue heads that take away "Z" points (life), school buses that flatten you in the road and much more. Luckily, jumping over some obstacles provides bonuses like extra watermelon seeds to spit, soda cans to generate devastating burps and skateboards to hustle you down the sidewalk.

Other worlds that you visit include the Bartzilla scene, where you destroy buildings and battle the army; the Temple of Maggie, where you leap from pedestal to pedestal, avoiding lava fires and gathering golden eggs; the Itchy & Scratchy scene, where you must avoid getting blasted by Itchy and Scratchy's weapons, while you try to blast them back; the Bartman scene, where you fly through the sky, firing your slingshot at missiles, planes, pink elephants and any number of other enemies; and Bart's Bloodstream, where you battle a variety of deadly viruses.

Although there's a lot to do in *Bart's Nightmare*, be prepared to experience new levels of video-game frustration. For example, once you gather up a soda can, pressing down on the control pad along with the C button is supposed to generate a burp that destroys all enemies on the screen. Unfortunately, this seems to work only intermittently. When you're being attacked from all sides, you don't have time to grapple with an unresponsive firing control.

In addition, although grabbing the homework page in Windy World is supposed to transport you to other locations, again, it seems to work only intermittently. You can walk on the page, jump on the page, run over it, all to no avail. Only after many attempts do you suddenly, and inexplicably, get transferred to another world, usually after being flattened by the school bus several times. (By the way, the bus simply cannot be avoided; if you're in the street when the bus drives by, you're very dead.)

Not only are the game controls often unresponsive, but the graphics look more like the NES than the 16-bit Sega Genesis. Although parallax scrolling is used to create a 3-D effect, the backgrounds lack detail. Worse, objects such as trees frequently block your view of the action at critical times, adding even more to your frustration.

In this reviewer's opinion, *Bart's Nightmare* is too frustrating to be fun. Much of the game play relies on chance, with unavoidable objects, undependable weapons and intermittently working world gateways making you feel like the game is controlling you, rather than the other way around.

—Clayton Walnum

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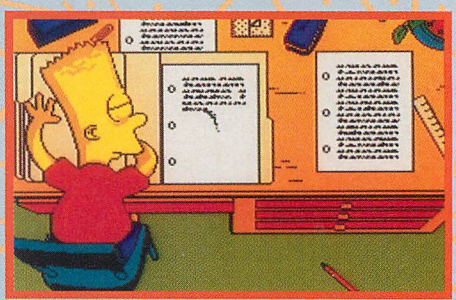


EDITORS' RATINGS

CHRIS	1	2	3	4	5	6	7	**8**	9	10
MIKE	1	2	3	4	5	6	**7**	8	9	10

Mike originally liked the SNES version, but wasn't jazzed by this Genesis cart. Chris, on the other hand, thought that it was a carbon copy of the original.

Cool Spot

VIRGIN

For the Super NES (N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS									9	
PLAYABILITY								8		
OVERALL								8		

My close personal friend Howard Wen reviewed the Genesis version of *Cool Spot* in the June 1993 issue, and made comments like this: "The game play is an unoriginal, run-and-jump platform contest. Yet, the French have a saying that no matter what you do, do it with style and class." (*VIDEOGAMES*: the only video-game magazine with at least one foreign saying in every issue.) The Super NES rendition of *Cool Spot* is just as good as the Genesis version, even better in some aspects; if I was a French reviewer, I'd call it *très bitchin'*.

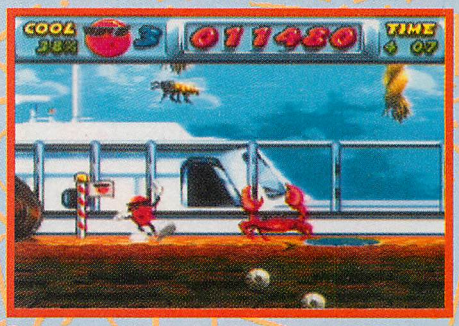
Here's the story line: Eleven of Cool Spot's fellow 7-Up mascots (all of which are also named Spot) have been captured and locked into Spot-proof cages. You get to rescue the poor little buggers by running and jumping through 11 stages of action, grabbing "Spot Points" along the way and shooting open the cages after you have the required number of Spot Points. The harder the difficulty level, the more Spot Points you need. Naturally, not all of the Spot Points are easy to find; some of 'em are tucked away behind foreground objects, so you have to search just about everywhere to find them.

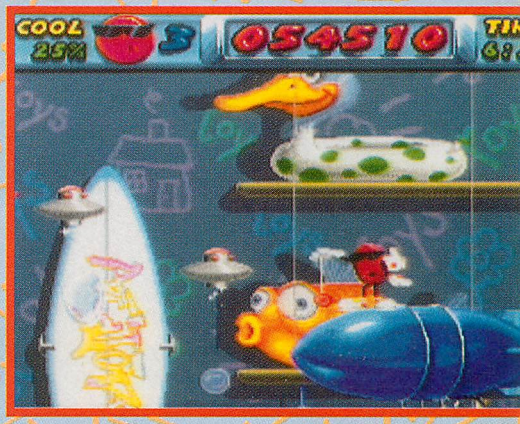
The 11 stages have different graphic themes and very punny names. Three examples: Stage One ("Shell Shock") takes place on a beach populated by hermit crabs and pesky flies; Stage Two ("Pier Pressure") takes place on a pier covered with worms (*blech!*); Stage Three ("Off Da Wall") takes place inside a wall infested with mice and spiders.

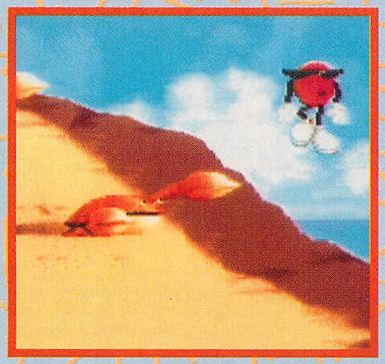
The graphics in *Cool Spot* are gorgeous, slightly better even than the outstanding visuals of the Genesis version. For example, in the beach levels, the balloons floating in the air are solid red in the Genesis version, but have a translucent quality (you can kind of see through them) in the Super NES version. In the wall levels, the entire screen is visible in the Genesis version, but a spotlight effect is used in the Super NES version to make the edges of the screen less visible—and make the levels a little more challenging, since you can't see some of your enemies until they're about to hit you.

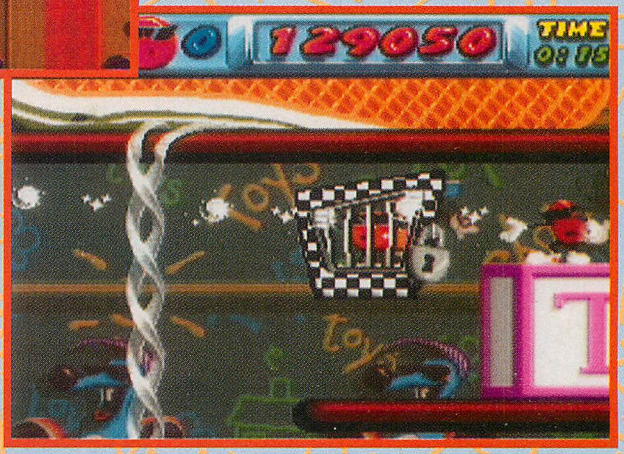
The best graphic in the game, however, is Cool Spot himself, a wonderfully animated sprite oozing with character. Wait too long before moving Spot and he shows off his skills with a yo-yo or yawns a very dramatic, body-stretching yawn.

The music is like the Genesis version: light and frothy (just like a certain clear, carbonated beverage) but not memorable. The sound effects are amusing and cute: For example, at the beginning of each level, Cool Spot pulls out a map, looks it over and says "Okay!" in his distinctive heliumish voice.









So, yeah, the SNES version of *Cool Spot* is yet another run-and-jump platform game. It's also extremely playable and a heck of a lot of fun, with a game play feel similar to *Global Gladiators*. Definitely worth your time and moola.

—Zach Meston

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EDITORS' RATINGS

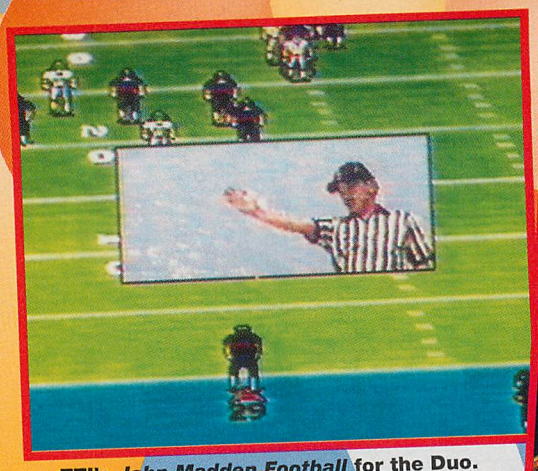
	1	2	3	4	5	6	7	8	9	10
CHRIS								8		
MIKE									9	

Lots of charisma and personality here, Chris commented. He also thought that, in some ways, it was better than the Genesis version. Mike said it certainly was *cool*.

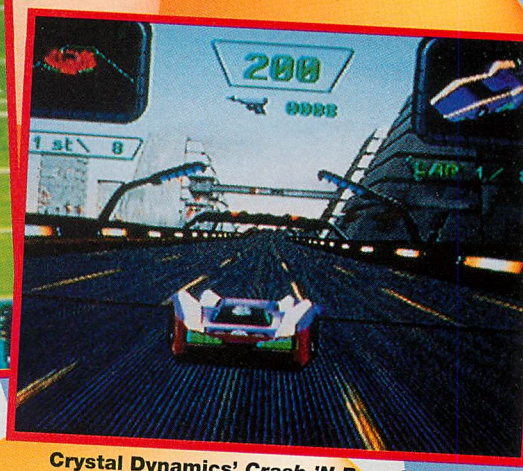
summer CES highlights

COMPILED BY THE EDITORS OF VIDEOGAMES

This year, we've decided to try something a little different with our CES coverage. Instead of boring you with lots of text on what games were shown and small talk about what went on at SCES, we are going to let the photos do the talking! So you decide, and tell us which games were the best of CES.



TTI's *John Madden Football* for the Duo.

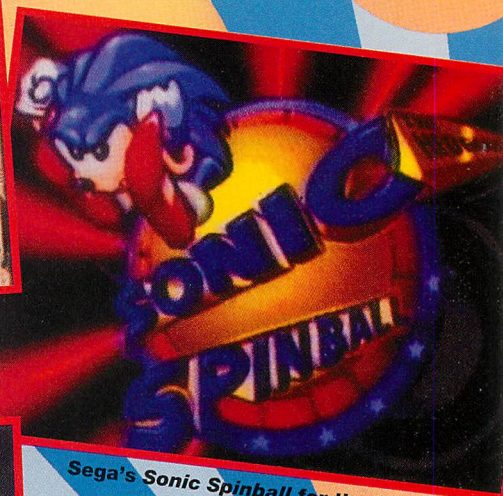


Crystal Dynamics' *Crash 'N Burn* for 3DO.

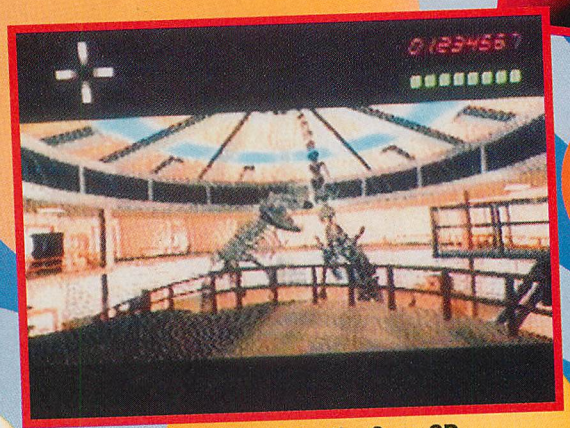
Nintendo's *FX Trax* for the Super NES.

Sega's new, redesigned Sega CD.

Psygnosis' *Hired Guns* for the Amiga/IBM PC.



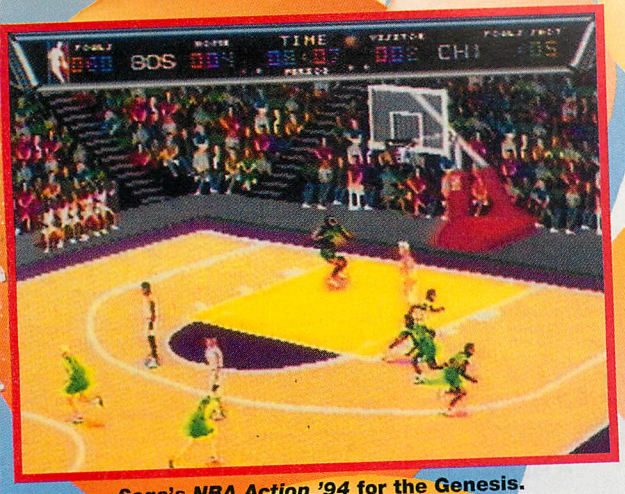
Sega's *Sonic Spinball* for the Genesis.



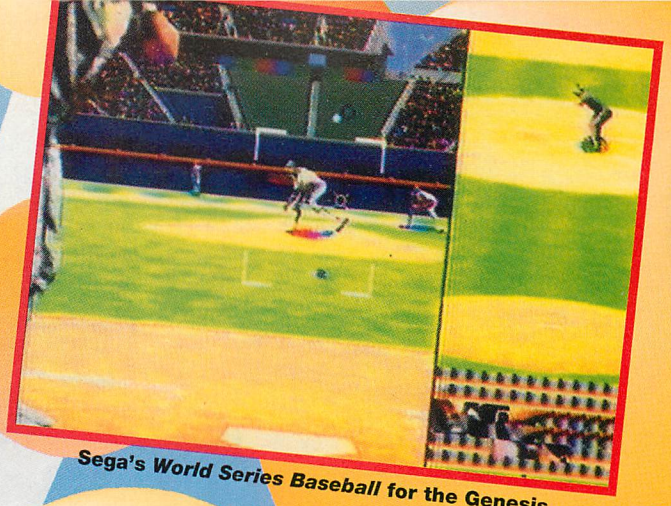
Sega's *Jurassic Park* for the Sega CD.

Galoob's Game Genie for the Game Gear.

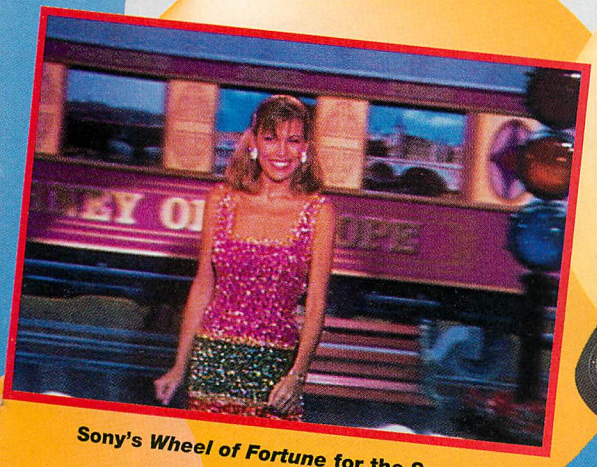
summer CES highlights



Sega's *NBA Action '94* for the Genesis.

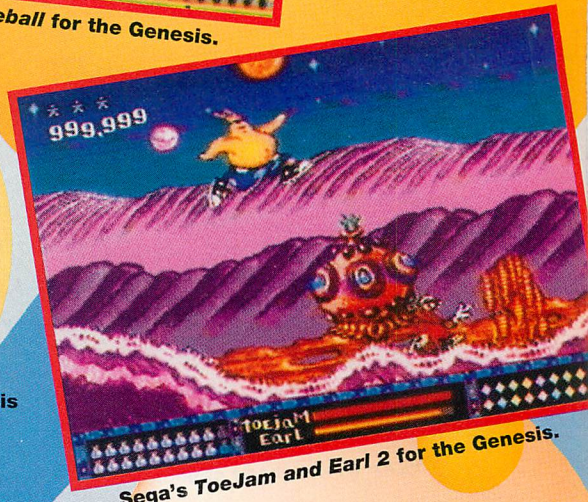


Sega's *World Series Baseball* for the Genesis.

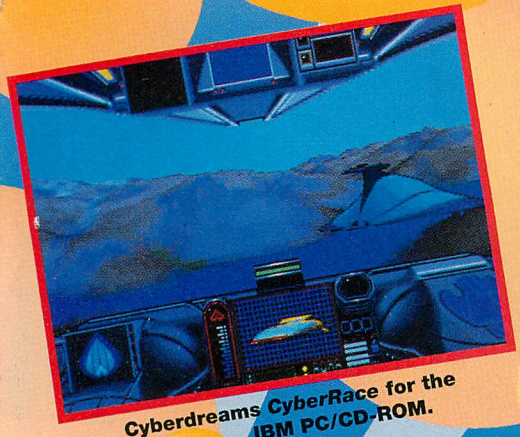


Sony's *Wheel of Fortune* for the Sega CD.

Sega's new, redesigned Genesis looks sleek.



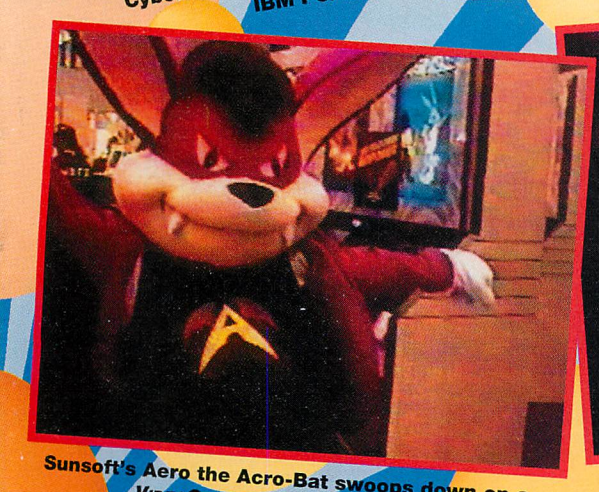
Sega's *ToeJam and Earl 2* for the Genesis.



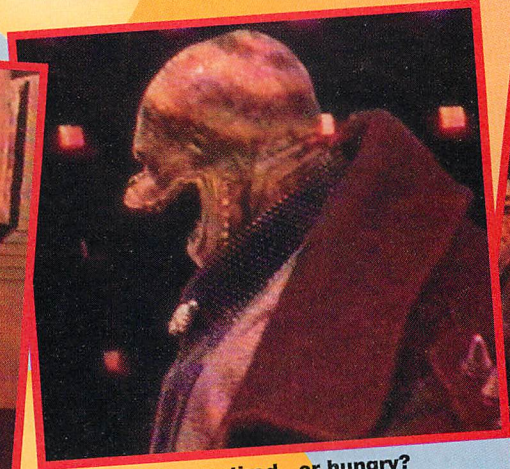
Cyberdreams *CyberRace* for the IBM PC/CD-ROM.

U.S. Gold's *The Incredible Hulk* for the Genesis.

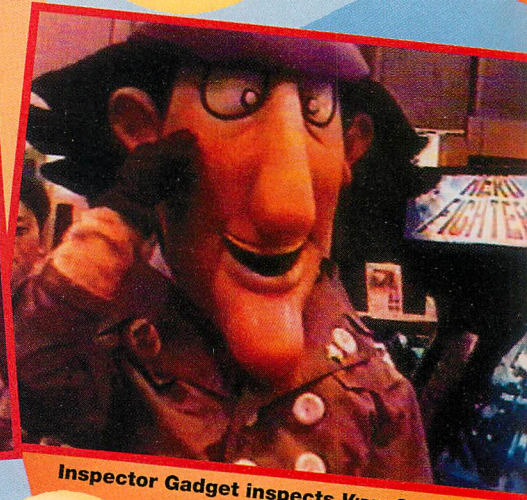
U.S. Gold's *Winter Olympic Games* for the Genesis.



Sunsoft's Aero the Acro-Bat swoops down on a *VideoGames* photographer.

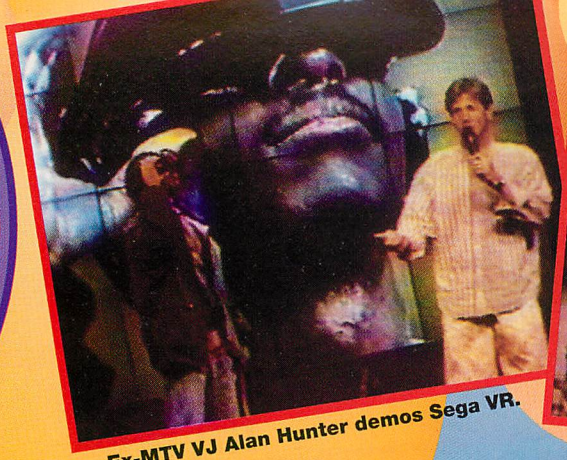


Is Koopa tired...or hungry?

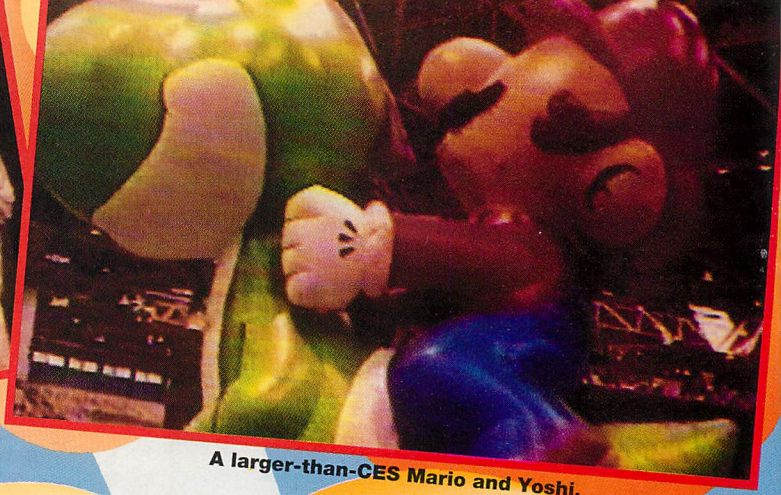


Inspector Gadget inspects *VideoGames*.

summer CES highlights

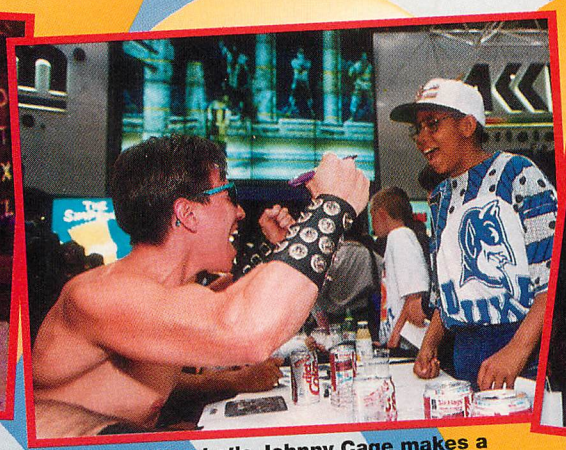


Ex-MTV VJ Alan Hunter demos Sega VR.



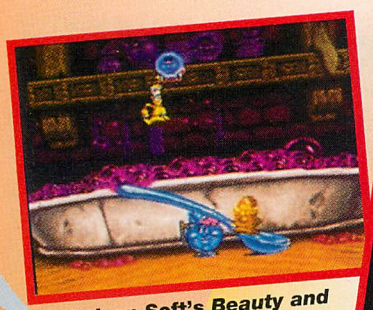
A larger-than-CES Mario and Yoshi.

Sega's AS-1 arcade capsule.



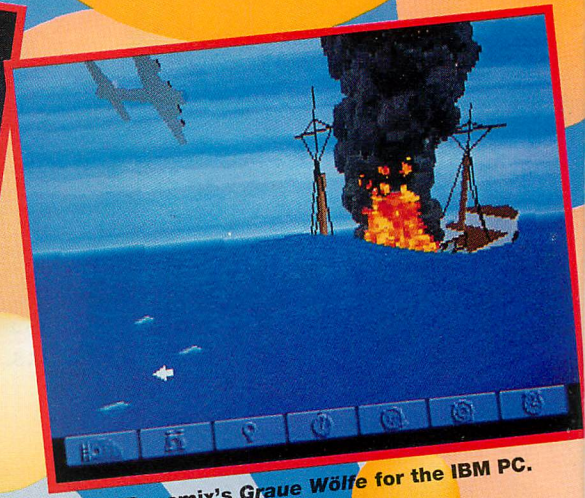
Mortal Kombat's Johnny Cage makes a guest appearance.

The Acclaim booth is mobbed by the general public.



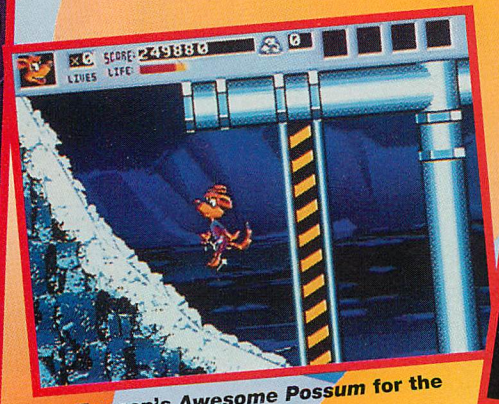
Hudson Soft's *Beauty and the Beast* for the SNES.

Tengen's *Race Drivin'* for the Genesis.

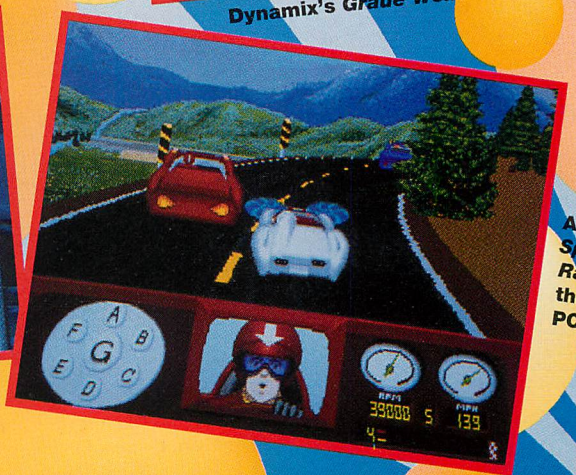


Dynamix's *Graue Wölfe* for the IBM PC.

AT&T's the Edge 16 offers home-to-home playing for the Genesis.

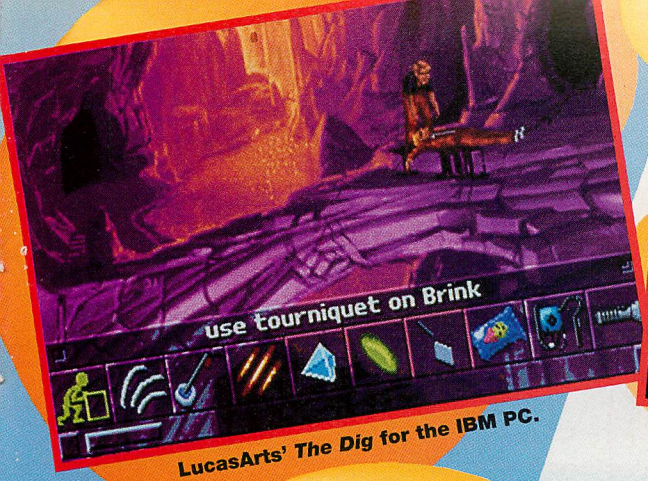


Tengen's *Awesome Possum* for the Genesis.



Accolade's *Speed Racer* for the IBM PC.

summer CES highlights

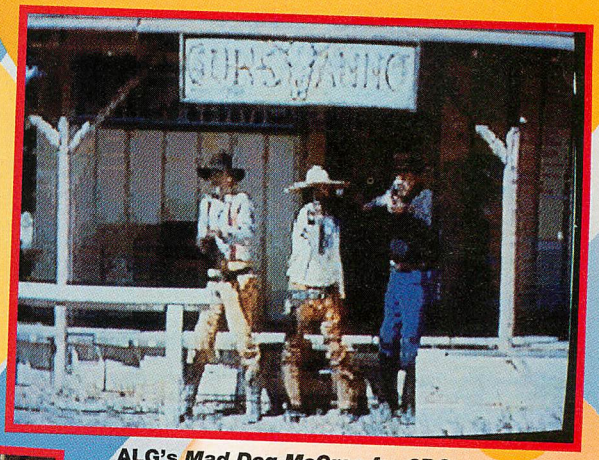


LucasArts' *The Dig* for the IBM PC.

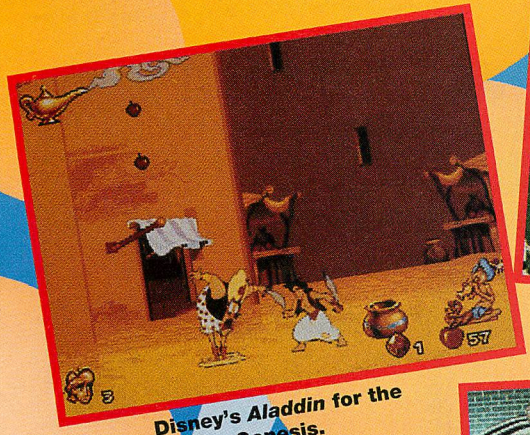
LucasArts' *Super Empire* for the Super NES.

Interplay's *Clay Fighter* for the Super NES.

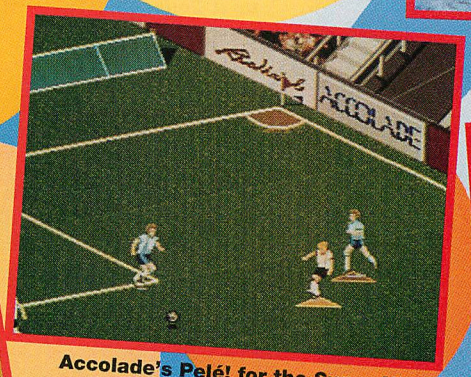
Icom's *Dracula Unleashed* for the IBM PC/CD-ROM.



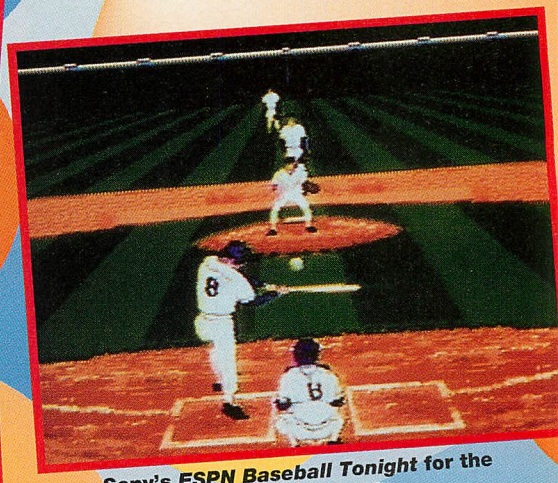
ALG's *Mad Dog McCree* for 3DO.



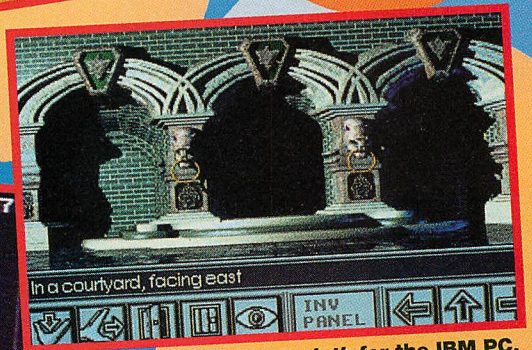
Disney's *Aladdin* for the Genesis.



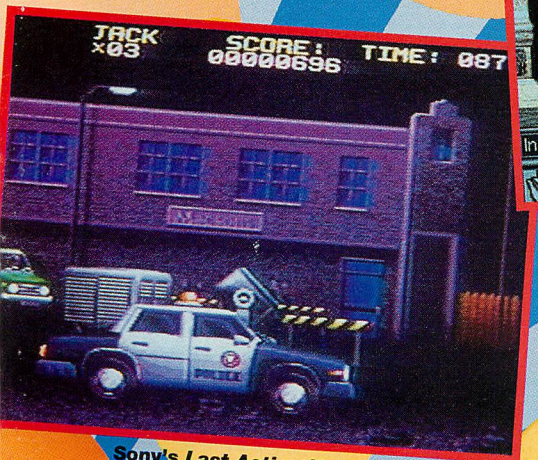
Accolade's Pelé! for the Super NES.



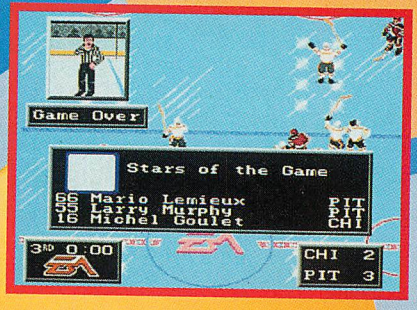
Sony's *ESPN Baseball Tonight* for the Genesis/Sega CD.



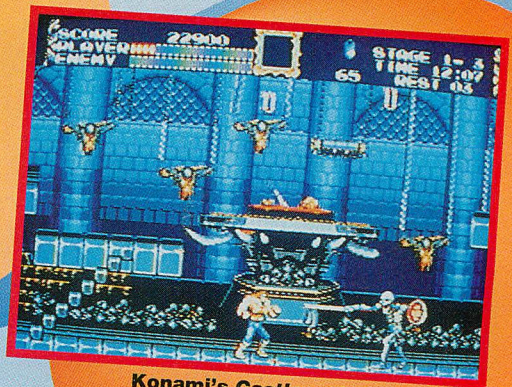
Electronic Arts' *Labyrinth* for the IBM PC.



Sony's *Last Action Hero* for the Super NES and Genesis/Sega CD.



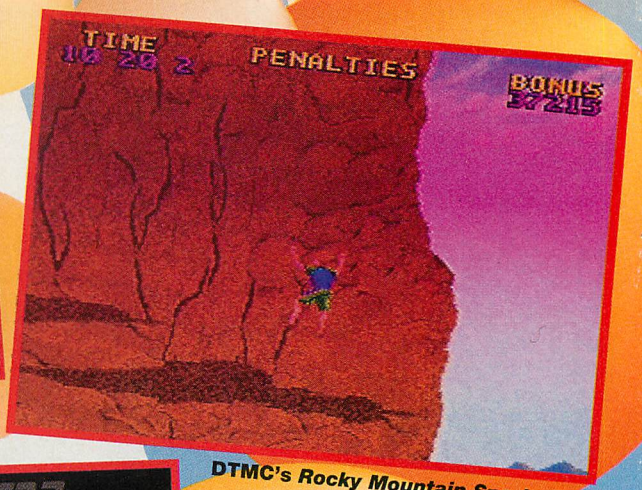
Electronic Arts' *NHL Hockey '94* for the Genesis.



Konami's *Castlevania Bloodlines* for the Genesis.

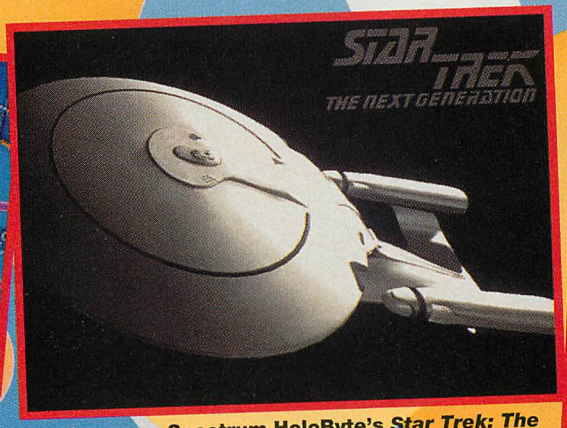
summer CES highlights

JVC's *Jaguar* for the Super NES.

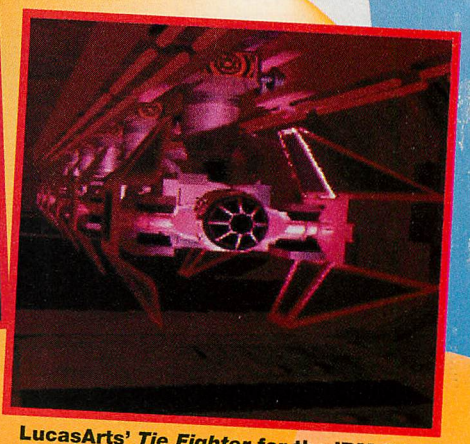


DTMC's *Rocky Mountain Sports* for the Super NES.

Electronic Arts' *Mutant League Hockey* for the Genesis.

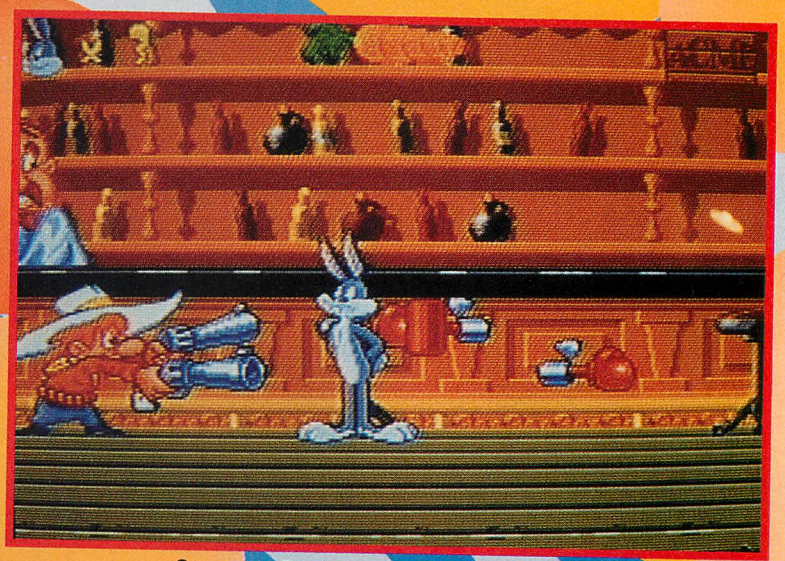


Spectrum HoloByte's *Star Trek: The Next Generation* for 3DO.



LucasArts' *Tie Fighter* for the IBM PC.

DTMC's *Lester the Unlikely* for the Super NES.



Sunsoft's *Bugs Bunny* for the Super NES.

Electronic Art's *Shockwave* for 3DO.

JVC's *AH-3 Firehawk* for the Sega CD.

Dynamix's *Stellar Fire* for the Sega CD.

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As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!

Screen shots shown are from the Super NES version of the game.

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The name of the game

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GAME BOY

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CIRCLE #115 ON READER SERVICE CARD.

GAMING ON THE GO

BY
CHRIS BIENIEK

If you've been keeping an eye on the news during the past few months, you may have heard about the recent controversy concerning the use of battery-powered electronic devices on commercial airline flights. Specifically, there is reason to believe that electronic interference from radios, laptop computers or video-game machines can have some small effect on the navigation systems of planes in flight. It may sound like a farfetched theory, but there has been at least one reported incident in which an airline passenger was asked to switch off his Game Boy for that very reason.

While there are thousands of travelers who can attest to the hypnotic ability of Nintendo/Bullet-Proof's *Tetris* to make a long flight seem like a trip to the grocery store, frequent-flying gamers may be asked to avoid electronic entertainment in favor of reading or conversation until the airlines can make an official decision. A lot of people have invested in one of the portable game systems for the sole purpose of using it on plane trips; I'm sure that they'll be keeping their fingers crossed—along with myself and the readers of *VIDEOGAMES' Gaming on the Go*—with the hopes that this whole affair will turn out to be a false alarm. If you've ever played Atari's *Blue Lightning* or Absolute's *Turn and Burn* while cruising at 50,000 feet, you probably know exactly how I feel.

We've been given a rare opportunity this month: a chance to review a new title from GameTek that's being released for two of the major portable systems at the same time. Hope your batteries are charged up, 'cause here we go....

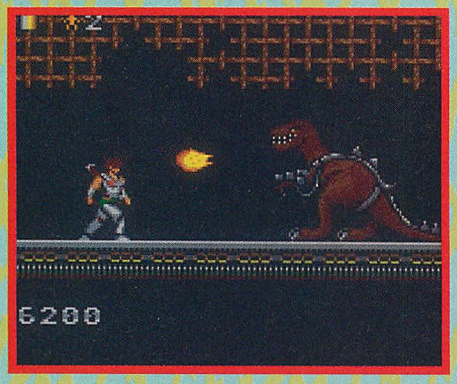
Journey From Darkness: Strider Returns

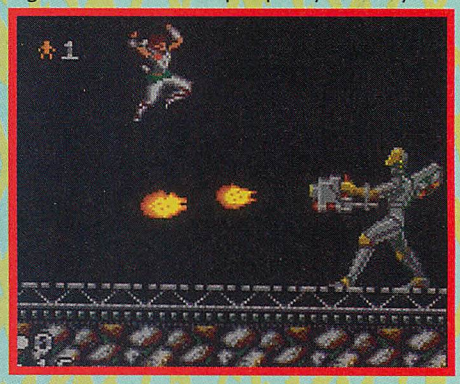
U.S. GOLD

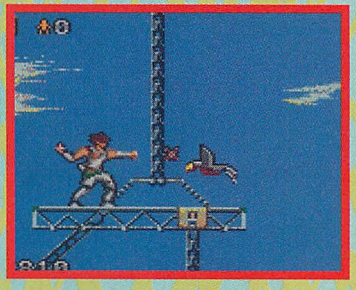
For the Sega Game Gear (N/A)

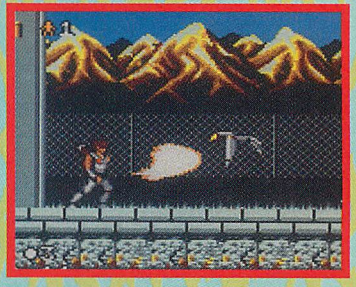
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS								8		
PLAYABILITY						6				
OVERALL							7			

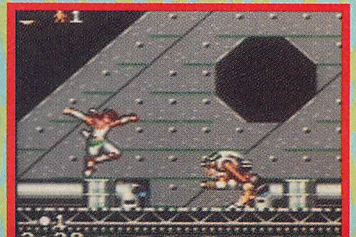
A surprisingly accurate 8-bit interpretation of the Genesis game (also reviewed in this issue), *Journey From Darkness: Strider Returns* presents the same run-jump-and-slash scenarios as its predecessors. The instruction manuals for both versions of the game are short on plot—referring to the main enemy character as the "Evil Master," of all things—so let's just jump in and examine the basic elements.











First, the game looks hot. The backgrounds are extremely detailed, and the characters are large and nicely animated. Some flicker is evident, but it's never as noticeable on the Game Gear's LCD screen as it would be on a television or monitor. Lots of colors, texture and shading deliver a fair sense of depth without the benefit of the Genesis' layered backgrounds. There is one odd quirk, however: When Strider uses his sword, a blur of motion appears in front of him...but you never see his arm move! You can't even see the sword itself, for that matter, just the trail it leaves behind.

While the graphics succeed in their noble attempts to mimic the look of the 16-bit *Strider Returns*, the sound designers would have done better to create new themes and background music. Sure, the Genesis can deliver deep bass notes and drum sounds, but, when a Game Gear developer attempts to duplicate these effects, the result is almost always the same: bubble-wrap percussion and a bass line that's three octaves higher than usual.

Playability is okay, but it's flawed by the *extremely* wild jumps your character makes when you press the 2 button while moving to the left or right. It's hard to properly time your jumps because you can't stop Strider in mid-leap by pressing the controller in the opposite direction. Doing so will cause the background to stop scrolling, but the character will continue to move forward as he cycles through an elaborate series of animated frames.

All things considered, *Journey from Darkness: Strider Returns* is not the finest the Game Gear has to offer, but it might be perceived as such by someone who isn't fully aware of the machine's capabilities. It's challenging, fairly lengthy and graphically exciting, which will be enough to satisfy the majority of gamers on the go.

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303 Sacramento St.
4th Floor
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Tesserae

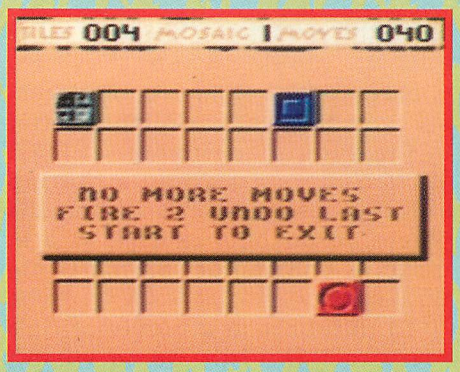
GAMETEK

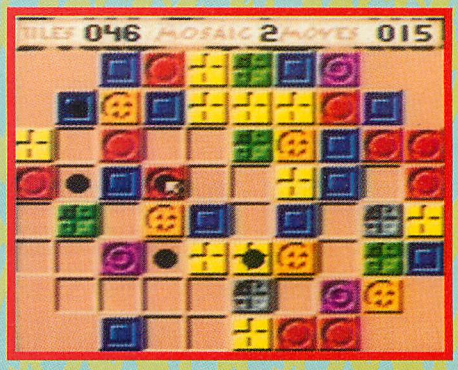
For the Sega Game Gear ($39.95)

SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	3	**4**	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

For the Nintendo Game Boy (N/A)

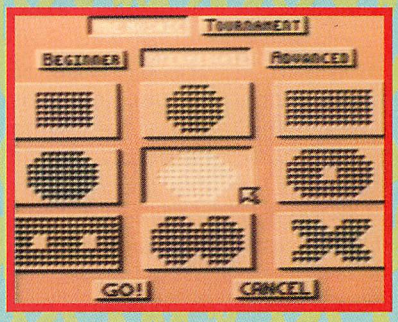
SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	**3**	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

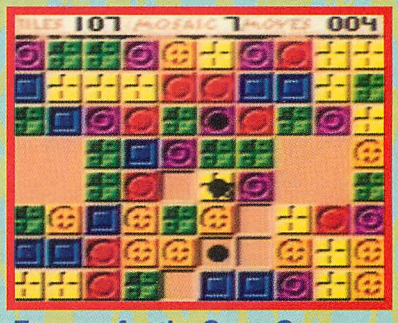




Based on an original computer game by Inline Design, GameTek's *Tesserae* is an extremely challenging puzzle game. While it doesn't present a good opportunity to compare the capabilities of the Game Boy and Game Gear—the two games are so similar, it's uncanny—it's a chance for us to reach two groups of gamers with the same review—a first for *Gaming on the Go*.

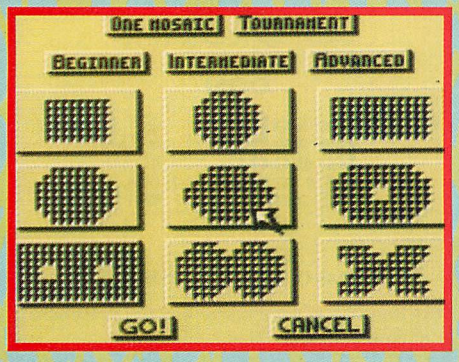
With three levels of difficulty, nine different playfield designs and a "tournament" option, *Tesserae* presents a screenful of tiles and invites you to remove them one at a time in as few moves as possible. There are eight different tiles, each represented by a different pattern (and a different color on the Game Gear). There are also eight different possible moves, and, while I don't have the space to specifically describe the criteria for executing each one (and the results each move yields), they all involve jumping over adjacent squares to remove tiles from the "mosaic" and/or create "secondary" or "tertiary" tiles that combine the colors and patterns of "primary" tiles.





***Tesserae* for the Game Gear.**

Now, I'm no idiot, but it took me a long time to memorize all of *Tesserae*'s rules, never mind figuring out strategies based on those rules. There are many other puzzle-type games for the portable systems that are much easier and quicker to learn: *Tetris*, *Columns* and *Yoshi's Cookie* immediately come to mind. You'd expect that the investment of your time would yield a much longer-lasting, more intellectually stimulating game, but I haven't found that to be the case. That's not to say that I'm not enjoying *Tesserae*; it's just that I expected a much more rewarding experience because of the steeper learning curve. A step-by-step demonstration (like the ones in *Qix* for the Lynx or *Kirby's Adventure* for the NES) would have been nice.



While I'm on the subject of rewards, it's worth mentioning the near-total lack of "bells and whistles" in the game—i.e., the extra audiovisual flash that adds to your enjoyment of the aforementioned puzzle titles without detracting from the purity of the brainwork involved. While the sound effects and tiles are adequately rendered, there are no background tunes, clever animations or intermissions in *Tesserae*.

By way of contrast, look at the Game Boy version of *Tetris*: Selectable music, entertaining mini-movies between stages...all adding to the value of the game without interfering with the challenge of the bare-bones play mechanic. Hell, *Tetris* has been bundled with the machine for years—which means that there should be several million copies of the game floating around—and I'm still finding people who are not aware of the fact that Mario and Luigi appear in the two-player mode.

Regardless of these unfavorable comparisons, *Tesserae* is an enjoyable puzzle game for both systems—though I'd be a fool to deny that the Game Gear version is more visually appealing and representative of the original game concept. Still, don't let the number ratings for graphics and sound fool you; the playability is what counts in any game of this type, and that's why the magazine's overall ratings are based almost entirely on the game play.

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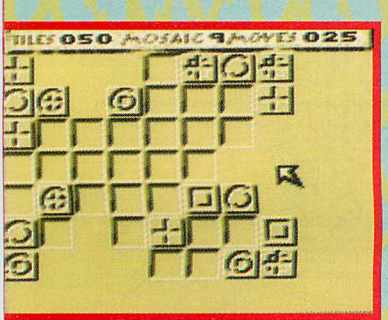

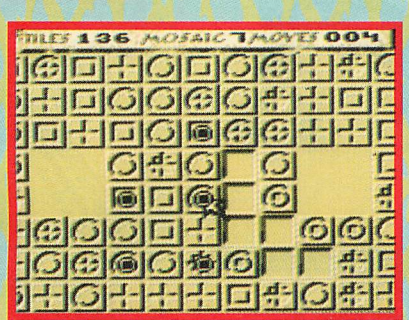

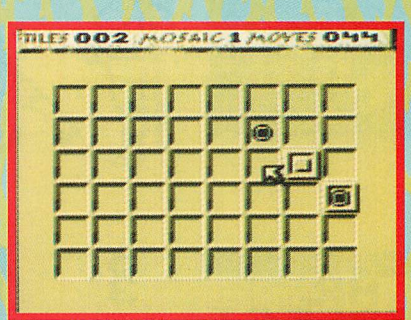

***Tesserae* for the Game Boy.**

WWF—King of the Ring

LJN

For the Nintendo Game Boy ($27.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC			3							
GRAPHICS				4						
PLAYABILITY						6				
OVERALL				4						

As the third World Wrestling Federation game to be released by LJN for Nintendo's portable system, I expected this cartridge to be a hot new twist on Game Boy wrestling action. Developed by Eastridge Technology with art by Gray Matter, *WWF—King of the Ring* is exactly the opposite; if anything, unfortunately, it's a step backward.

To be fair, the game does have several decent options, most notably the ability to create your own wrestler amid the likes of Hulk Hogan, Mr. Perfect and "Macho Man" Randy Savage. Unfortunately, the visuals are hokey and generic-looking. Though the characters are larger than in either of the first two games, many of the wrestlers look like wireframe drawings, with square muscles and three-dot faces that make them all look like Papa Shango—too bad he's not one of the WWF stars in the game. In standing side views, the characters' legs are so grossly misshapen that you expect to see horses' hooves at the very bottoms of them.

The sound effects are equally crappy: a "psst" when the wrestlers strike each other and a "clunk" when they are knocked down. While its predecessor was not overwhelmingly better in the audio department, at least *WWF Superstars 2* had a roaring crowd, a realistic bell and dramatic player introductions—well, as dramatic as you can get on the Game Boy, anyway.

To paraphrase a movie critic's favorite line: This game wasn't released; it escaped. If Rare Ltd. and Sculptured Software—the developers of *WWF Superstars* and its sequel, respectively—had run out of ideas for Game Boy WWF games, then LJN should have let the series die a quiet and respectful death instead of forging ahead with this subpar sequel.

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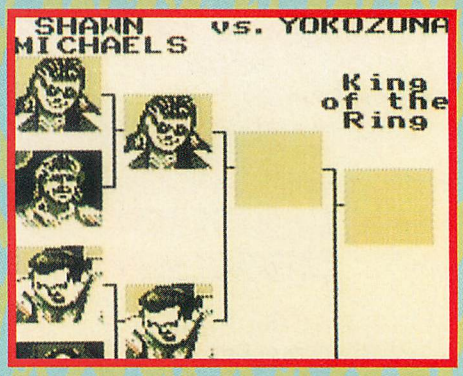
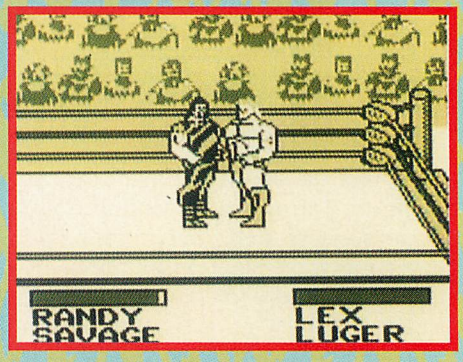
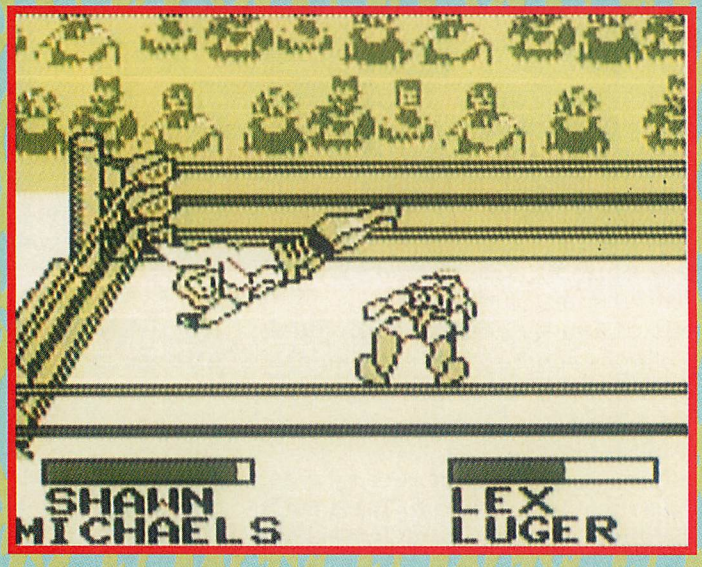
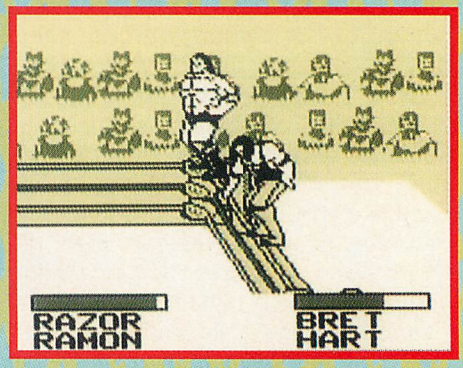
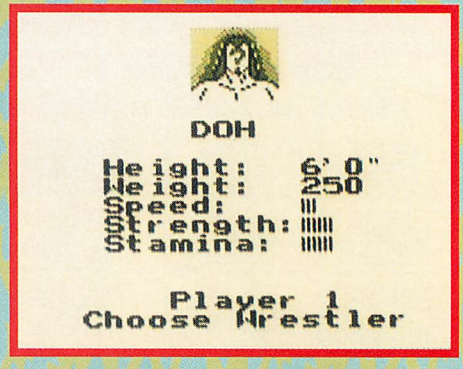
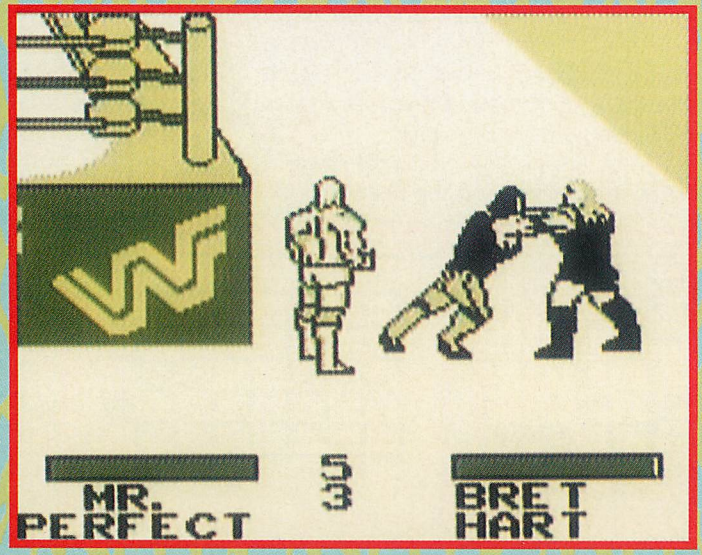


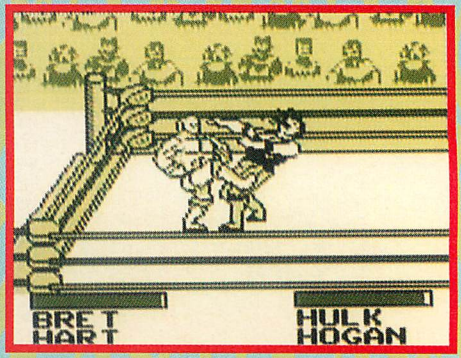












Jimmy Connors' Tennis

ATARI

For the Atari Lynx ($39.99)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								■		
GRAPHICS							■			
PLAYABILITY								■		
OVERALL								■		

Licensed from UBI Soft and developed by Hand Made Software, Atari's *Jimmy Connors' Tennis* is a quality sports game for the Lynx. Proving once again that there's life in the old "Handy" yet, it's a four-megabit simulation for one to four players.

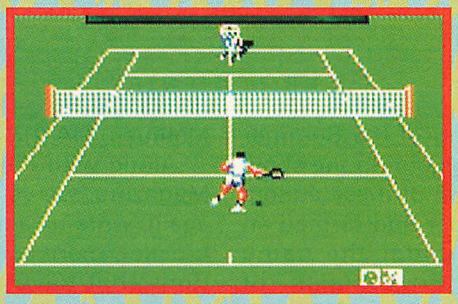
One of the game's most notable features is its soundtrack, which exploits the Lynx sound chip better than any game I've heard since *Klax*. The voice of Connors himself has been recorded and flawlessly sampled for the game. "Hi, I'm Jimmy Connors," he says with a clear and resonant tone. "Welcome to the Bella Country Club." The first time I turned the game on, I actually turned around to see if someone was in the room speaking to me!

With options for singles or doubles play, as well as practice and tournament modes, *Jimmy Connors' Tennis* certainly has enough variety to keep up with UBI Soft's *Connors* games for Nintendo's systems. In fact, the three- and four-player options give it an edge over most existing tennis games—this is one title that begs the gamer to plug a string of ComLynx cables together for multiplayer action.

In the graphics department, *Jimmy Connors' Tennis* presents fairly well-animated, realistic characters. They're not quite up to the standards set by Absolute's 16-bit *Amazing Tennis* games by David Crane, but they're not bad considering that the foreground players are only 25 pixels high at the closest point to the "camera."

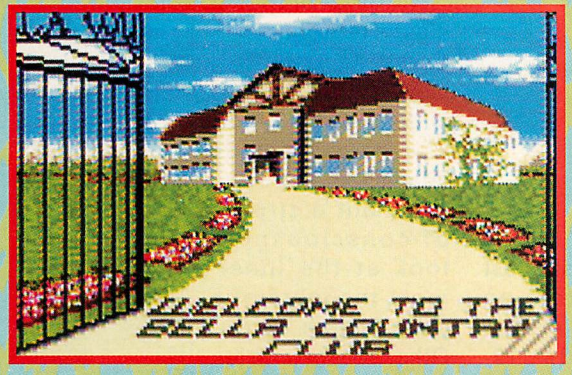
The game is not without flaws. I had trouble seeing the ball during serves—particularly on grass courts—and the cursor that shows where to stand for returns can also be hard to find. Still, if you enjoy playing your Lynx under optimum viewing and listening conditions, *Jimmy Connors' Tennis* serves up a satisfying challenge.

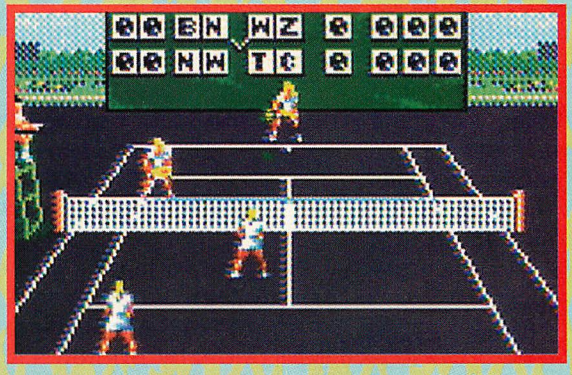
Atari Corporation
1196 Borregas Ave.
Sunnyvale, CA 94089
(408) 745-2000

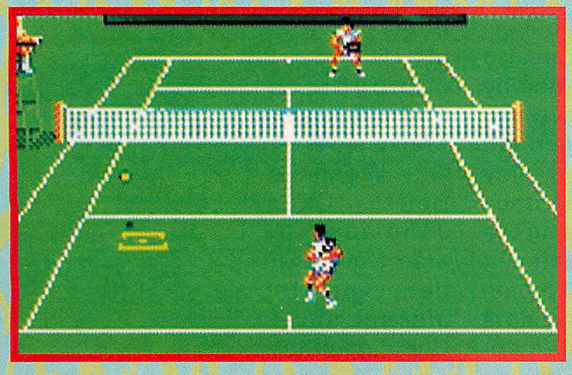


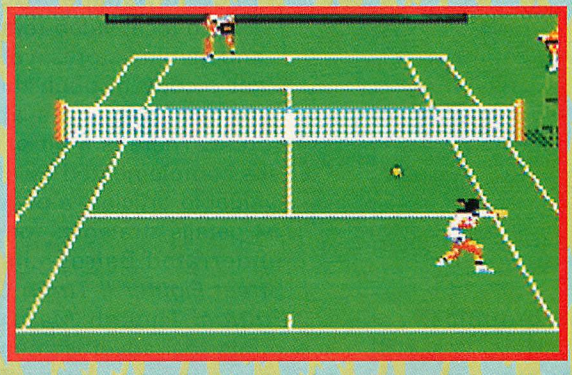
That's all for now—my batteries are dead and I've got just 30 days to charge 'em up again. Like the rest of the video-game community, I'm looking forward to Acclaim's "Mortal Monday" and the release of the coin-op blockbuster *Mortal Kombat* on four of the leading game systems. Expect a close look at the Game Boy and Game Gear versions in the pages of the next issue of *VIDEOGAMES*. Till then, it's "game over, man!"

Reader feedback to this column is always appreciated. Send your comments and suggestions to: *VIDEOGAMES*, Attn: *Gaming on the Go*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Computer owners with access to the Delphi information service can also contact me via electronic mail sent to user name VGCHRIS, or stop by the "World of Video Games" special interest group and drop me a note in the public forum. I can also be reached through the Internet at the "VGCHRIS-@DELPHI.COM" address.









FANDANGO

BY CHRIS BIENIEK

Welcome back for another round of the gaming underground's favorite column, *Fandango*. A hearty high five to Nathan, Andy, Sean, Chris, Darren, Brian and the rest of the fanzine editors who stopped by the *VIDEOGAMES* booth at the Summer Consumer Electronics Show to share their observations about the show, the industry and the general outlook for fanzines and prozines alike. As always, thanks for your support.

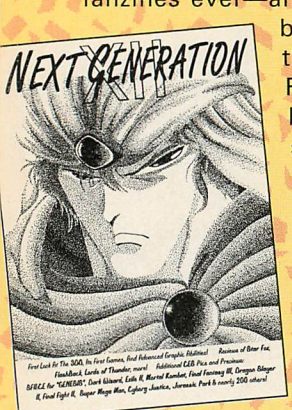
Speaking of the Summer CES, it was during the show that several of these editors got together and formed an alliance under the name Gaming Enthusiasts of America (GEA). Though there have been other, less successful attempts to organize fandom—most notably the recently dissolved NAEGE—GEA is a more consumer-oriented, not-for-profit project that promises something of value in return for the $10 membership fee. Initial memberships will revolve around a one-year subscription to the bimonthly *GEA News*. To sign up or receive more information, write to: GEA Membership, 19 Vermont St., Methuen, MA 01844.

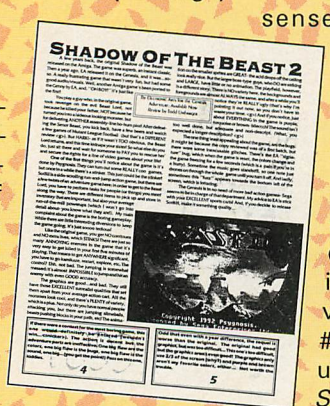
Along with the constant improvements in *VIDEOGAMES* Magazine, we've tweaked the format of *Fandango* once again; write us and tell us what you think. We're offering a broader, more comprehensive look at the fine fan publications that have invaded our mailbox in the past few months—check 'em out.

Next Generation

$3.50—Eight issues/year
Casey Loe, Editor
5961 Canon Court
Ventura, CA 93003

Weighing in at over 40 pages on the average, *Next Generation* is one of the thickest, most heavily illustrated fanzines ever—and it had better be, because it's one of the most expensive. Readers who are looking for extensive reviews will find plenty of meat here; most games get a full two pages of coverage with screen shots that are surprisingly decent for black-and-white photocopies. The occasional coverage of Japanese games is a treat, and I love the "Gaming Obituaries" in issue 12. ("Here lies *California Games 2*... Cause of death: Bad graphics, awful game play.") Hey, it's still cheaper than any of the prozines.





Matrix

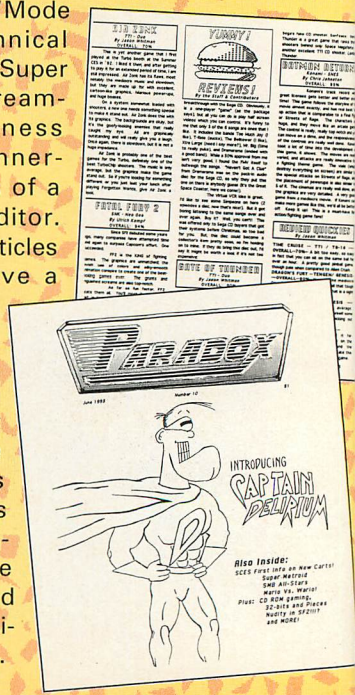
Free—Monthly
Brian Sexton, Publisher/Editor
Visionary Publications
P.O. Box 3692
Santa Clara, CA 95055-3692

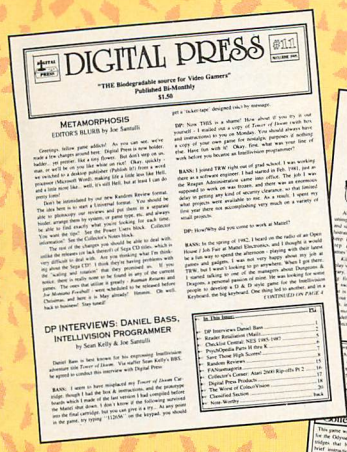
Not really a fanzine in the strictest sense, *Matrix* has grown from an 8½"x11" newsletter to a professionally printed 11"x14" 12-page newspaper. Distributed free to local video-rental outlets and gaming stores, you can also get a copy through the mail by sending $1 to the above address. There is a bit of filler, but it's complemented by other fairly valuable articles; a page in issue #4 details strategies for using the underrated Balrog character in *Street Fighter II Turbo Champion Edition*. Though *Matrix* accepts and prints real advertisements—a no-no in some fanzine circles—the unique format and down-to-earth price make it well worth a look.

Paradox

$1—Monthly
Chris Johnston, Editor
316 E. 11th Ave.
Naperville, IL 60563-2708

Johnston and cohorts Jason Whitman, Tim Johnson and Justin Schuh make a great editorial tag team, and their enthusiasm is apparent on every page of *Paradox*. Aside from the flexible review format, the most regular column is Johnston's "Mode 7"—not a technical analysis of the Super NES, but a stream-of-consciousness look at the innermost thoughts of a devoted fan editor. Other recent articles include "I Have a Beef" (with mail-order companies) and "*Super Mario Kart* GP—What the Hell?" Chris Johnston is also the president of the aforementioned Gaming Enthusiasts of America.




DIGITAL PRESS #1.1

"THE Biodegradable source for Video Gamers"
Published Bi-Monthly
$1.50

METAMORPHOSIS
EDITOR'S BLURB by Joe Santulli

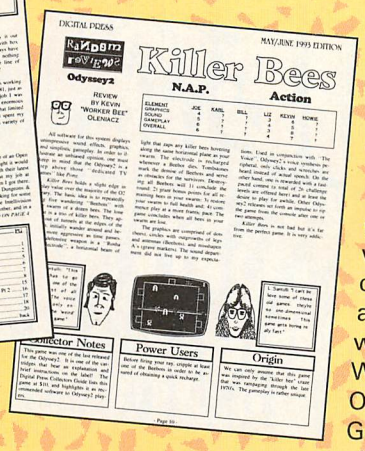
Greetings, fellow game addicts! As you can see, we've made a few changes around here. But don't step on us, buddies... we protect. Has a very flower. But don't step on us, maybe, or we'll be on you in a heartbeat! Okay, quickly now, or we'll be on you in a heartbeat! Okay, quickly now, get to the point already! Publisher #1 from a few months ago and a little more like... well, it's still Hell, but at least I can do pretty Lotus!

Don't be intimidated by our new Random Review format. The idea is to start a Universal format. ■ Collectibility. See the Collectible should be able to deal with ... Notes section. Expect general industry coverage with a soft spot for the games of the early '80s. "must read" articles in recent issues include information on the discovery of three ultra-rare Atari 5200 prototypes and an interview with Intellivision programmer Daniel Bass.

DP INTERVIEWS: DANIEL BASS, INTELLIVISION PROGRAMMER
by Sean Kelly & Joe Santulli

Daniel Bass is best known for his stunningly Intellivision adaptation of Dracula. The author Sean Kelly's BBS. he agreed to conduct this interview with Digital Press.

BASS: I went to have misplaced my Tower of Doom Cartridge, though I had the box & instructions. I had completed Beneath which I made of the last Intellivision I had completed before the Master Had driven. I then got home & the following surprised me. Mattel had driven. I then got home & the following surprised me. Mattel had given me a try... As my point into the final cartridge, but was not given it to... As my point in the game, my typing 132cbc on the keypad. you should


DIGITAL PRESS — MAY/JUNE 1993 EDITION

Killer Bees
N.A.P.
Action

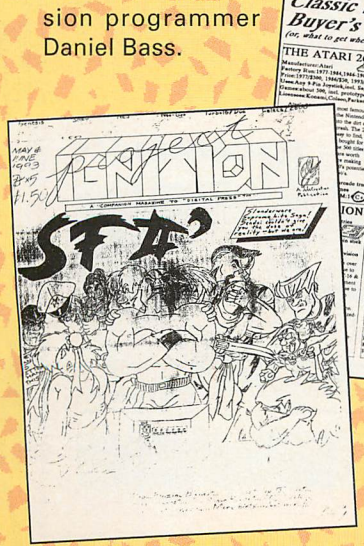
Review by Kevin "Worker Bee" Olenaca

Collector Notes
Power Users
Origin

Digital Press

$1.50—Bimonthly
Joe Santulli, Editor
44 Hunter Place
Pompton Lakes, NJ 07442-2037

By the time you read this, Santulli should be finished with the 12th issue of *Digital Press*, one of the finest publications in all of fandom. Always a well-written and tightly edited 'zine, it's now even better due to a new desktop publisher and a great new review format that includes notes on each game's roots and collectibility. Expect general industry coverage with a soft spot for the games of the early '80s; "must read" articles in recent issues include information on the discovery of three ultra-rare Atari 5200 prototypes and an interview with Intellivision programmer Daniel Bass.


Project: Ignition
SF

Professor Jesser's Classic Systems Buyer's Guide
(or, what to get when you're sick of good graphics)

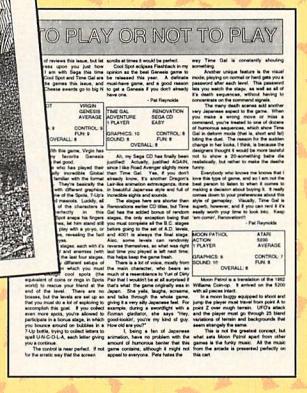
THE ATARI 2600
INTELLIVISION
ODYSSEY2
ASTROCADE
VECTREX

Fantazine

$1.50—Monthly
Pat Reynolds, Editor
1740 Millbrook SE
Grand Rapids, MI 49508

Formerly titled *GameLord*, Pat Reynolds' *Fantazine* makes a good impression with its detailed cover illustrations and insightful articles with titles like "The Way Genesis Games Ought to Be" and "Pat Gets His CD." The review column is well-done, with "big cheese awards" given to the games that "really suck." I'd like to see "The Standoff" become a regular column; the June issue compares Takara's SNES and Genesis versions of *Fatal Fury*. Note to the editor: Try not to respond to readers' letters with the phrase "Guys, guys, guys"; it makes you sound exactly like the publication you criticized so heavily in your April issue.

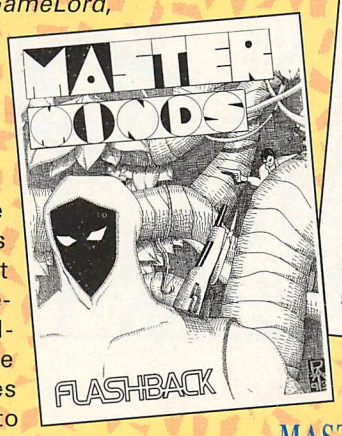
FANTAZINE

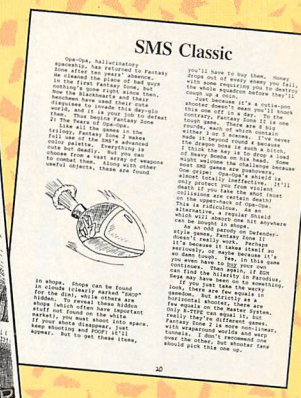

TO PLAY OR NOT TO PLAY

Project: Ignition

$1.50—Bimonthly
Jess Ragan, "Headitor"
12830 M-60 East
Burlington, MI 49029

Jess had a "bad experience with the copying machine" in putting together the most recent edition of *Project: Ignition*—which is a shame, because nearly every page is loaded with wild cartoons of video-game characters and dead-on caricatures of prozine editors. If you're among the readers who believe that fandom should have an attitude, *P: I* has exactly what you're looking for. Just be sure to take the contents with a grain of salt—at least Jess has the guts to admit that he hasn't actually played the games he reviews in the "Gaming Forecast" column!


MASTER CODES
FLASHBACK


SMS Classic

MASTERminds

$1—"Close to monthly"
Todd Lintner, Editor/Publisher
6406 Jacobs Way
Madison, WI 53711-3209

Originally created to cover the Sega Master System, *MASTERminds* has grown into one of the most entertaining fanzines in recent memory. Todd's flippant editorial stance would be a complete turnoff if he weren't so damn funny—*MASTERminds* hits the nail on the head nine times out of ten when it criticizes the "wuss codes" of certain prozines and the "sucking up" of other fanzines to the video-game companies. Look for general Sega coverage as well as commentary on the industry, movie and album reviews and frequent "Reader Mail" commentary from Russ Perry Jr. (There's that name again....)

There's no way to gauge the reliability of any fanzine, so *VIDEOGAMES* assumes no responsibility for the accuracy of the information presented in *Fandango*. But don't let that discourage you from contacting the fanzine editors mentioned above to request issues or offer your support—the world of video gaming fandom is truly an exciting one.

If you publish a fanzine that you'd like us to cover in a future edition of *Fandango*, put us on your mailing list! Here's the address: *VIDEOGAMES*, Attn: *Fandango*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Back issues are welcome, particularly if you haven't already been sending them in on a regular basis. Look for the next *Fandango* in a future issue of *VIDEOGAMES*.

ARCADE WATCH

BY ANDY EDDY

Fighter's History

DATA EAST

The success of *Street Fighter II*, which topped arcade charts for nearly two years, has spawned a whole string of clones and attempted successors. If these fighting games can stick new features in, popularity will likely follow, such as the digitized graphics and fatalities of *Mortal Kombat* or the ability in *World Heroes II* to bounce your opponent's weapons back at him.

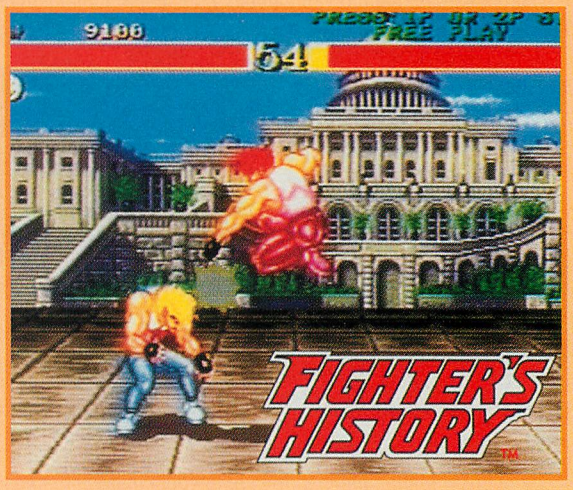
Other games aren't trying as hard to be unique. Data East's *Fighter's History* is a well-done fighting game, but one that doesn't really offer too much in the area of new features. Even the matchup screen features the same type of layout as *Street Fighter II*. However, as you can expect from most of Data East's coin-op efforts, the combat is quite challenging and smooth.

When you hit the start button, *Fighter's History* gives you the choice of nine combatants from around the world, which range from a Japanese karate champion (Mizoguchi) to a Chinese martial-arts heroine (Feilin) to a British punk (Matlock).

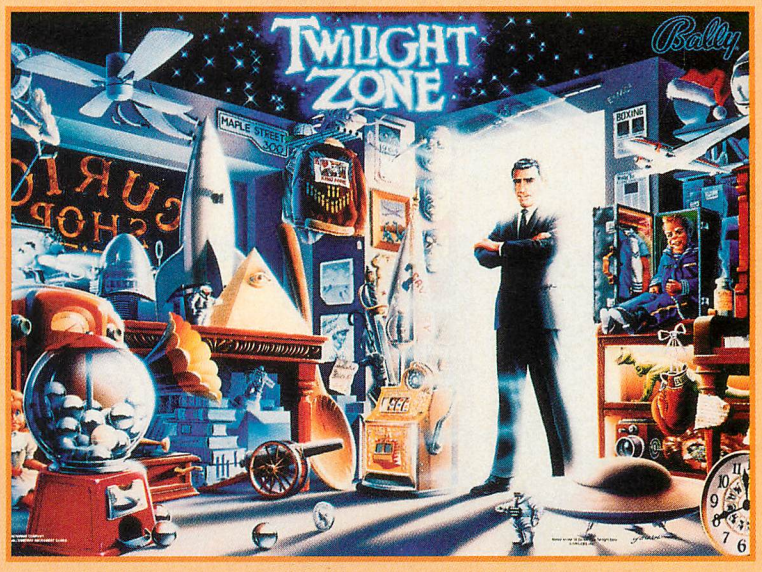
To handle the battle—which is in the same format as most, where you have to take two out of three matches in order to win—you have a joystick and six buttons. The buttons are divided three as punch buttons and three as kick buttons, and each trio is in turn separated into "normal," "strong" and "strongest."

As with most fighting games, there is also a slew of special moves that each character can accomplish through a combination of the joystick and punch and kick buttons. These are pretty standard fare, from thrown projectiles (like Ray's "Big Tornado," which throws out a whirlwind to the opponent) to faster and power-packed techniques (such as Lee's "Lunge Punch"). It's discovering and using them as second nature that's the key. (I managed, for the sake of this review, to get a file of some moves from USENET. See the sidebar for more info on how you can get involved.)

One difference between *Fighter's History* and other fighting games is a flashing indicator that shows a player's weakness. When a character has been hit repeatedly in one area of the body and has been seriously damaged, that body part will start blinking. It indicates where attention must be paid to either dispatch a player (if you are the opposing player) or to protect yourself (if it's your character who's hurt).



All in all, Data East has offered arcade goers a decent game with which to occupy their time, if games like *Mortal Kombat*, *Time Killers* and all the incarnations of *Street Fighter II* don't keep them tied up. It's interesting to note that there is some discussion on USENET and other on-line discussion groups that fighting games may have hit their peak—and perhaps passed it. However, the "threat" of an upcoming *Street Fighter III* from Capcom later this fall is still holding most players' attention. *VIDEOGAMES* will keep you up on all the developments that take place in this direction.



Twilight Zone
BALLY/MIDWAY

If you're a fan of pinball games, you should know the name Pat Lawlor. If not, let's just say that he and his design team have been responsible for such pinball classics as *Whirlwind*, *Earthshaker*, *Fun House* and *Addams Family*. Lawlor has recently tackled another license and thrown in a bunch of new twists with the pinball version of *Twilight Zone*.

As the first in what Bally is calling its trademark "Superpin" series, *Twilight Zone* features all the state-of-the-art effects you'd expect: loads of voice samples (both from the *Twilight Zone* TV show and custom vocals created by Bally), a multiball feature with jackpots, a whole bunch of ramps going every which way and a wonderfully animated LCD back glass. Yet, the player will really take to what Bally has done *beyond* what is considered common, striding ahead with new effects.

One of the new features is a small "game within a game" to the left called the Power Field. Shooting the right-side ramp at the right time will put the ball into play on this small boxed-in area. If you can get the ball through the hole at the top, you'll get a sizable bonus. It may confuse you that there are no visible flippers, but Bally has put two magnetic flippers under the surface that you can use to propel the ball into the bumpers and to spring it up toward the hole for the bonus.

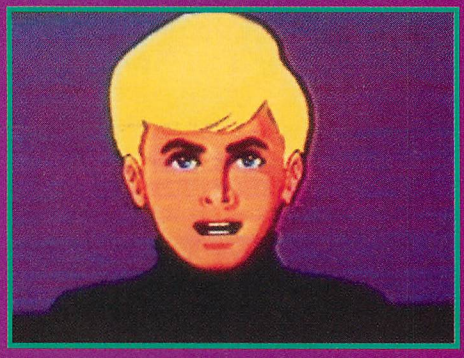
Right above the "MagnaFlip" playfield, you'll see a gumball machine, which provides a few more innovations. You can shoot the right path (above the middle-right flipper), and it will send the ball into the gumball machine, releasing another ball into play with a bonus. Sometimes you can even spring the white ball, called the Powerball, out into the field of play. If that happens, you have the opportunity for a slew of points if you can put it back into the gumball machine.

Finally, another feature allows players to "buy-in" an extra ball at the end of the game. With one credit, you can keep your score and keep the playfield as it was and play one more ball—to the tune of Gomez from the Addams Family pinball table saying "greed." It can be helpful in hitting that replay pinnacle or in trying for a very high score.

Bally games have almost always been pretty tough for finesse players who like to capture the ball on the flipper and poise for a shot, and *Twilight Zone* is no different. In fact, I found the left flipper was pretty flat when in a flexed position, which makes it very hard to keep the ball captured. The key is to learn how to hit the ramps while the ball is on the run, especially when you're in multiball and have to hit shots under the pressure of three balls in play. Above all, Bally and Pat Lawlor have created another intense pinball experience—and the key word is "experience." Though it features a pretty strong learning curve, it's a hot table.

EXCLUSIVE!

COMPUTER GAME PREVIEWS

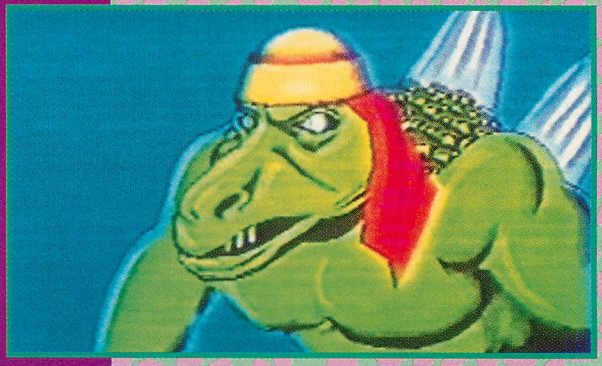


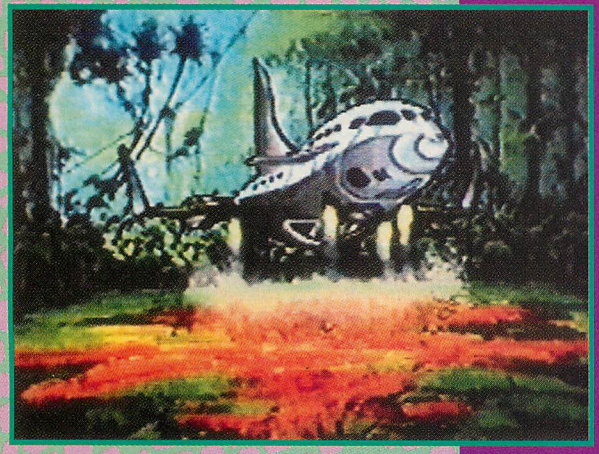
Jonny Quest and the Curse of the Mayan Warriors

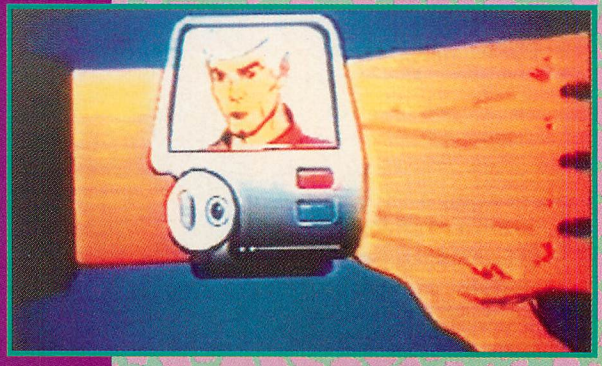
HOLLYWARE ENTERTAINMENT

Baby boomers are in for a treat with this computer game based on the popular Hanna Barbera Saturday morning cartoon of the early '70s. *Jonny Quest* will feature the full cast of interactive characters, including: Jonny, Hadji, Race, Dr. Quest and Bandit. Gamers get to join Jonny and his crew in exploring the Guatemalan jungle around the Temple of Tikal, seeking to solve the mysterious disappearances of priceless Mayan artifacts, including the fabled Splinter of Heaven.

Jonny Quest and the Curse of the Mayan Warriors remains faithful to the original television series with its VGA cartoonlike animations, which were digitized from the TV series. The game is a hybrid series of adventures that tests arcade action and puzzle-solving skills. *Jonny Quest* is expected to hit the shelves late this summer.

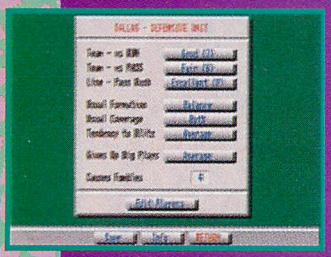






Tom Landry Strategy Football—Deluxe Edition

MERIT SOFTWARE

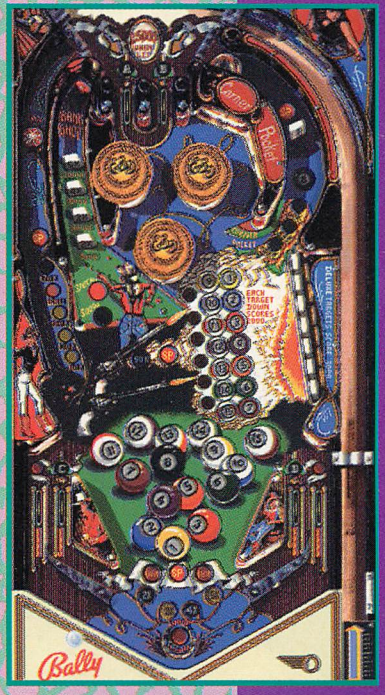


This upgrade adds a load of new features to the strategically themed gridiron game. New features include a league and team editor that gives you the power to change player names and other important attributes (e.g., climate, jersey colors, coaching style and team penalty percentage). New formations are now available where players can specify a man in motion on offense and specific blitzers on defense.

Gamers also have the choice of college or pro league rules and have the ability to mix and match games ('59 Colts versus the '65 Packers). *TLSF—Deluxe Edition* will be available in August '93 and will retail for $49.95.

Eight Ball Deluxe

AMTEX



Amtex's second entry into the computer-entertainment arena is also a pinball simulation. *Eight Ball Deluxe* will be the first in a pinball classics series and is based on the original 1981 pinball classic by Bally, which, in turn, was a sequel to the 1977 game known as *Eight Ball*.

Eight Ball Deluxe features a country-and-western theme and music. A smooth, vertically scrolling screen is employed to present all the action. Gamers can even nudge the ball, just like in the real game, and, if you're not careful, you might even tilt the machine. Other titles in the series on the way include Williams' *Funhouse* and Gottlieb's *Royal Flush*.

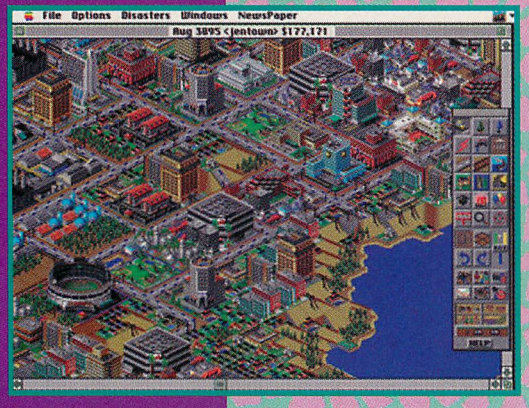
Eight Ball Deluxe will retail for $59.95 and will be on the shelves early this summer.

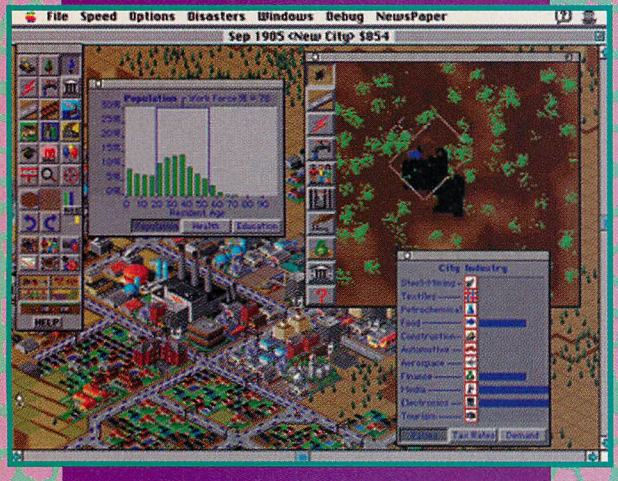
SimCity 2000

MAXIS

It's been four years since we first saw the original city simulator, and now Maxis has come full circle with *SimCity 2000*. This new version will employ an interface similar to that found in *A-Train*. A terrain editor will allow players to modify and add mountains, forest, rivers, streams, waterfalls and bays to their scenario. Gamers will also be able to dig underground tunnels and add subways and water pipes for the city's populace.

If you have saved any favorite city creations that you made with the original *SimCity*, you'll be able to import those games into this version. *SimCity 2000* will first be available for the IBM PC and Macintosh in the fourth quarter and will retail for $69.95.



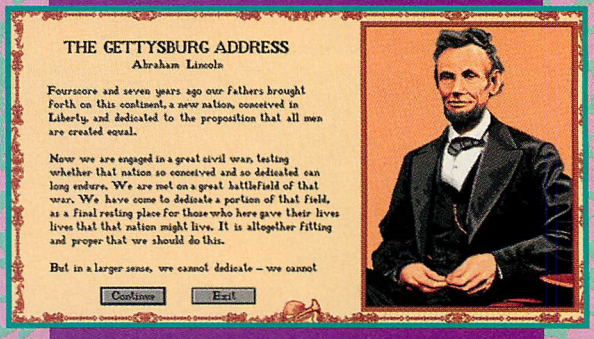


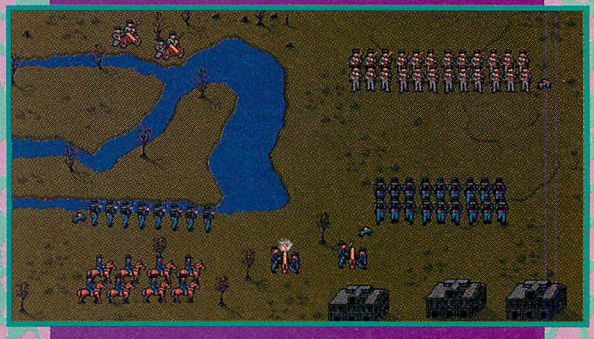
Edward Grabowski's The Blue & The Gray

IMPRESSIONS

This strategy game, as the name implies, re-creates the campaigns and battles of the American Civil War. The game refights the war over a map that stretches over the entire U.S. and its territories of that period. Up to 200 animated figures per battle can be displayed. You can control either a single soldier or direct an entire army at once.

Players can recruit and train troops, deploy naval blockades and move equipment, men and supplies by rail. Also, the effects of disease will have an impact on your troops. *The Blue & The Gray* will be released in late August '93 and will retail for $69.95.



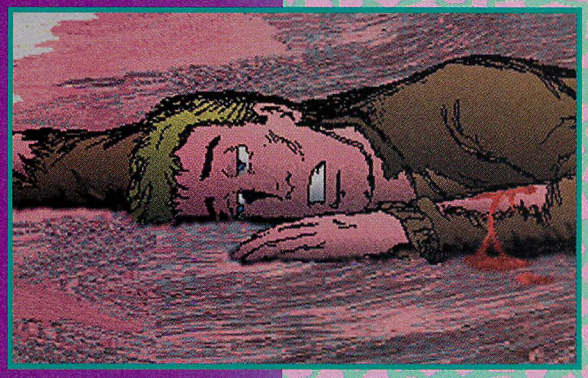


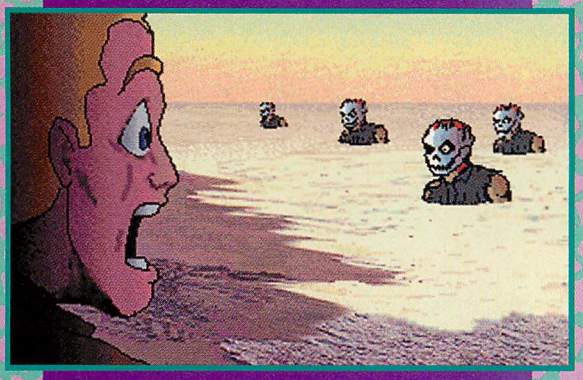
Isle of the Dead

MERIT SOFTWARE

In this *Dawn of the Dead*-like adventure game, you're a passenger on a plane bound for the South Pacific. Your journey is abruptly interrupted when your plane crash lands on a tropical isle. The pilot of the aircraft goes out and does some exploring, only to become zombie fodder.

Isle of the Dead involves a lot of blasting, hacking and slashing and is definitely not for the fainthearted. All the action is presented in a first-person 3-D perspective and employs a point-and-click interface. Sampled realistic sounds add to the sickening, bloody atmosphere. Merit's *Isle of the Dead* is expected to hit the shelves early this fall and will retail for $59.95.



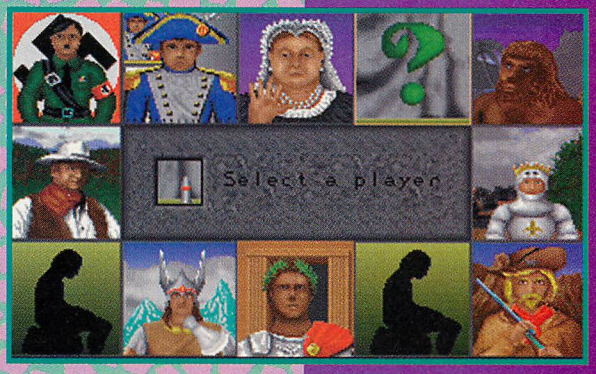


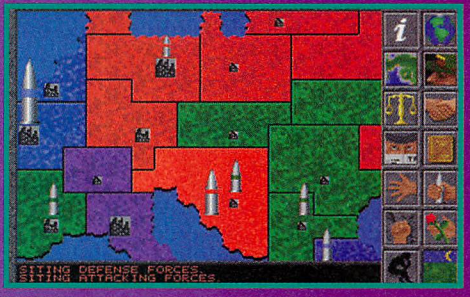
Global Domination

IMPRESSIONS

If you are a *Risk* fan, then *Global Domination* is what you might be looking for to satisfy your need for computer global conquest. Players can compete with friends via modem or choose from a variety of history's notable conquerors (e.g., Hitler, Napoleon, Caesar, etc.).

Global Domination goes beyond moving simple armies on a board—it requires the player to allocate scarce resources and defend key installations, including factories and resource generators. *Global Domination* will be available in late September and will retail for $59.95.



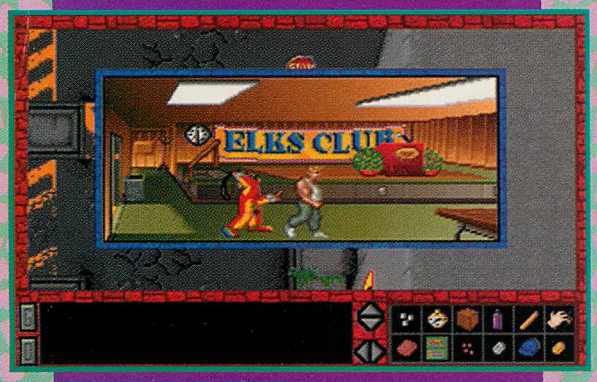


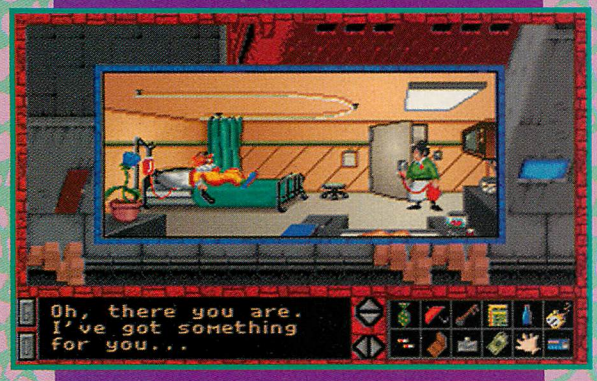
Homey D. Clown

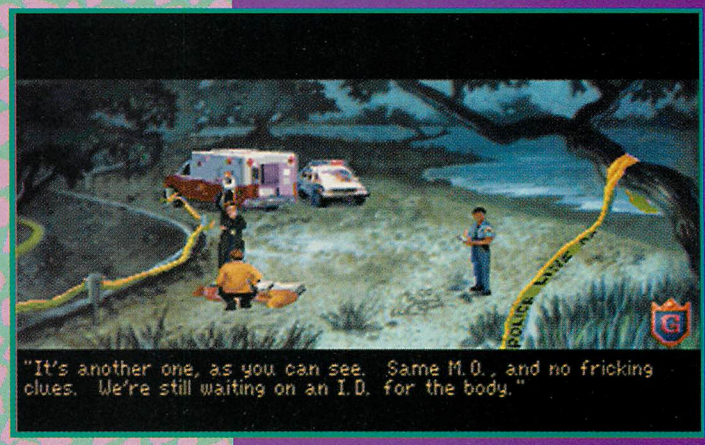
CAPSTONE

Based on that nasty and hysterical clown from the television show *In Living Color*, this action-adventure features Homey roaming the streets of New York, trying to reach the audition for his own TV show. Dressed in his clown suit and armed with his trusty sock, he must face the New York subway system, mudslinging taxis, street thugs, security guards and sarcastic receptionists.

Homey D. Clown will be available in September '93 and will sell for $44.95.







Gabriel Knight: Sins of the Father

SIERRA ON-LINE

Created by Jane Jensen, the codesigner of *King's Quest VI*, *Gabriel Knight* is a stylized, neo-Gothic adventure-drama with psycho-suspense action. Gamers will investigate a series of ritualistic murders while discovering the connection between Gabriel's violent nightmares and a tragic love affair that took place 300 years ago. *Gabriel Knight* is a dark and romantic game with gritty and realistic qualities. This Sierra title will be available in early October of '93.

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In the early 21st century, staged fighting has become a lucrative profession for female hardbodies, with dozens of legal arenas in the city. But for the leanest, meanest warriors, the real money comes from the illegal bouts held outside the city. It's the hottest day of the summer and you're baking inside a dilapidated warehouse. You — and your opponent — wear the latest in MECHA armor. The best fighting armor in the world.

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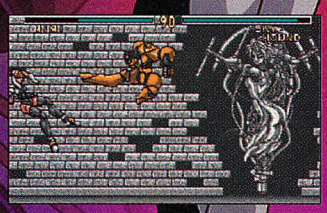

System requirements: 286-20 or faster machine (386 recommended) with 640K RAM, hard disk, joystick recommended. Operating Sys.: MS DOS 3.3 or above, Windows 3.1. Graphics compatible with VGA. Sound support: Sound Blaster, Sound Blaster Pro, Thunder Board, Pro Audio Spectrum , Adlib Gold and Speed Master.

NR-13 This game is not for the faint-hearted. Contains violence and some material inappropriate for minors.

NOT RECOMMENDED FOR PLAYERS UNDER 13.

None of the games developed by Megatech Software has been rated by the MPAA.

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COMPUTER GAME REVIEWS

Syndicate

BULLFROG

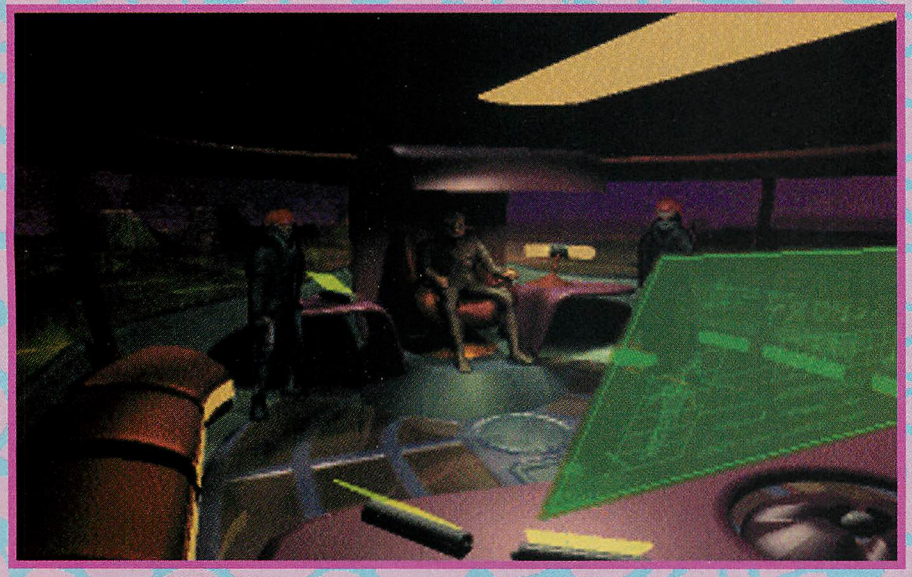
Version: IBM PC (N/A)

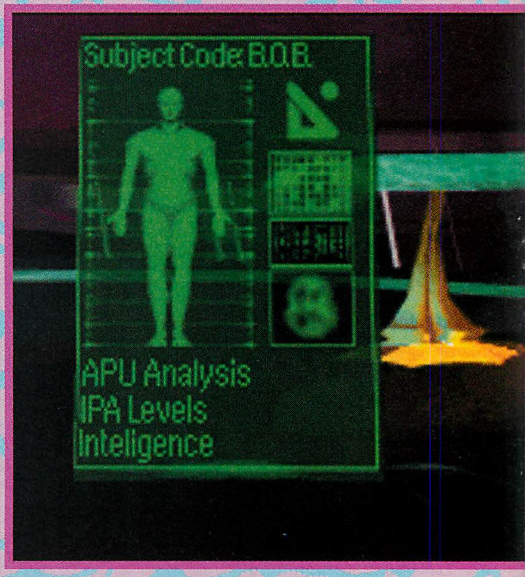
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC									9	
GRAPHICS									9	
PLAYABILITY								8		
OVERALL								8		

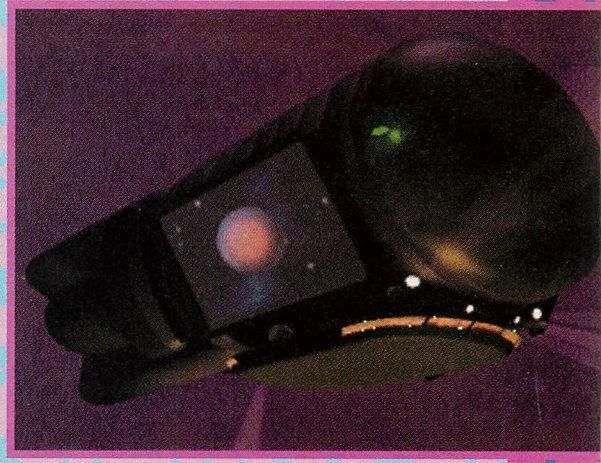
In the tradition of *Populous*, *Populous II* and *PowerMonger*, software publisher Electronic Arts and game developer Bullfrog have once again pooled their creative talents to produce yet another piece of interactive entertainment: *Syndicate*. In *Syndicate*, the player is cast as an aspiring business executive in a 21st-century multinational corporation. Instead of counting pennies and reading balance sheets, however, the player has a more ambitious goal: world domination. Using a team of fanatic cyborgs, the player must systematically eliminate the agents of enemy corporations and conquer new territories.

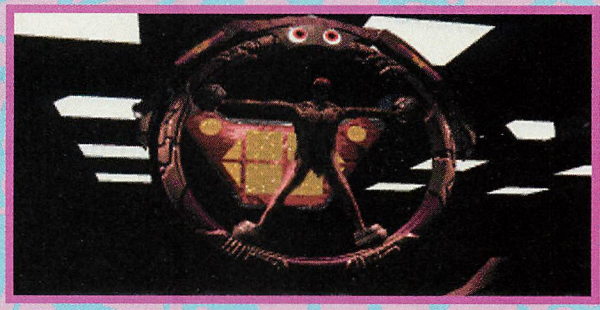
The game begins with the player selecting a company name, logo and color. After doing so, the player is presented with a menu where games can be saved, loaded and restarted. Beginning a mission takes the player to a *Risk*-like strategic view of the globe, with the continents of the world partitioned into 50 separate sections. The player begins with one territory—Western Europe—and must quickly begin expanding into the territory of rival syndicates. Once conquered, new territories earn the player additional funds via taxes levied on the local populace. Collected funds can then be used to equip agents and develop new technologies.

Agents can be fitted with a number of bionic enhancements, such as bionic limb, torso, brain and eye replacements. In addition to having enough bionic attachments to make even the most jaded cyborg jealous, you can kit your crew out with a wide range of potent weaponry. From handguns to rocket launchers, an entire arsenal of weapons is available for use by your agents. For even more powerful weapons, investing in research and development will yield new weapons such as laser pistols and personal energy shields. Once









your agents have been modified to your liking, you can begin your mission. Mission objectives can range from simply eliminating enemy agents to persuading civilian scientists (by way of the "persuadertron" hand weapon) to join your syndicate.

During the mission, the player is presented with an overhead, isometric view of the city in which the mission takes place. Up to four agents can be active at once, appearing as four intimidating figures dressed in bulky overcoats and wearing berets sporting the player's company color. Moving your minions around the city is a point-and-shoot operation: A left click on a screen location causes the agents to move there, while a right click will cause any agent with a firearm in hand to fire at the location targeted. The pointer can also be used to direct your agents to pick up dropped weapons, drive automobiles and perform other actions.

Performing all these actions is a visceral delight due to the gorgeous graphics and animation present in the game. The *Syndicate* game world is a delightful world of animated minutiae: traffic lights cycle colors, neon lights flicker and flash and billboard-sized view screens display soft drink ads. This level of detail extends to other elements of the game, too. During one mission, one of my agents was strafing the enemy with a mini-gun. A few stray shells struck a car in the background, causing it to burst into flames. Similarly, other firefights with enemy agents resulted in windows being shattered, trees being burnt to the ground and other damage being inflicted upon the landscape. From the civilian passersby to working mass-transit systems, nearly everything that the player sees in *Syndicate* can be shot, burnt, exploded or otherwise affected in some fashion, with detailed animation and sound effects displaying the results of the player's actions in gorgeous detail.

Unfortunately, a few minor flaws intrude upon the *Syndicate* game world. Although the isometric three-dimensional view is a pleasure to look at, it sometimes obscures the player's agents from view. Agents disappear from view when inside of buildings, making it difficult to direct their actions with much accuracy. Another foible lies in the intelligence of the player's agents. As polished as the character AI is, my tiny underlings occasionally exhibited less than enlightened behavior. For example, my agents refused to pick up only the ammunition of defeated enemy agents, opting instead to lug around a collection of identical firearms with a few shots in each.

Quibbles aside, *Syndicate* proves that Bullfrog has indeed joined the highest rank of computer-game developers. For cyberpunk fans, *Syndicate* is a godsend. Compared to previous attempts at bringing the hard-edged, gritty world found in many cyberpunk novels and movies (such as *Blade Runner*) to the computer screen, *Syndicate* is far and away the best offering to date. The aforementioned problems are minor ones, and *Syndicate* has far too many points in the plus column to suffer much because of it. Simply put, Electronic Arts and Bullfrog have created a winner.

—Jeff James

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San Mateo, CA 94404
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EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS									■	
MIKE										■

Mike called *Syndicate* "probably one of the best computer games of the year." Chris said the graphic violence and sound effects made it a lot of fun.

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SEPTEMBER '93 SURVEY

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2. Video-game system(s) owned: a) NES b)SNES c) Genesis d) TG-16/Duo e) Neo•Geo
3. How many games do you own? a)1-5 b)6-10 c)11-15 d)16+
4. What type of PC do you own? a) IBMPC/clone b) Apple II/GS c) Commodore 64/128 d) Amiga e) Macintosh f) Atari ST/TT
5. How many PC games do you own? a) 1-5 b) 6-10 c) 11-15 d) 16+
6. What is your favorite type of game? a) RPG b)Arcade/Action c) Strategy/Puzzle d) Simulation
7. What article in this issue did you like the most? *(circle one)* a) Video-Game Reviews b) *News Bits* c) *Easter Eggs/Tip Sheet* d) *Gaming on the Go* e) Games Before Their Time f) CES Recap g) *Dungeon Master* Strategy h) *Fandango* i) Computer-Game Reviews
8. What article in this issue did you like least? *(circle one)* a) Video-Game Reviews b) *News Bits* c) *Easter Eggs/Tip Sheet* d) *Gaming on the Go* e) Games Before Their Time f) CES Recap g) *Dungeon Master* Strategy h) *Fandango* i) Computer-Game Reviews

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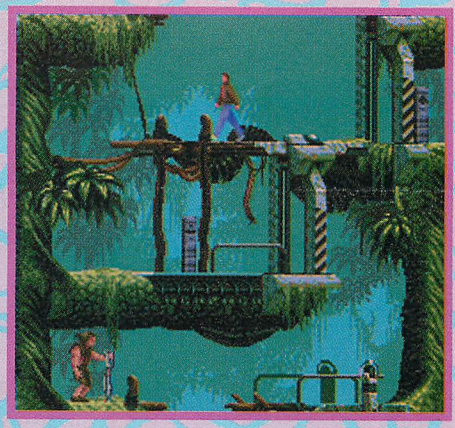
Flashback—The Quest for Identity

U.S. GOLD

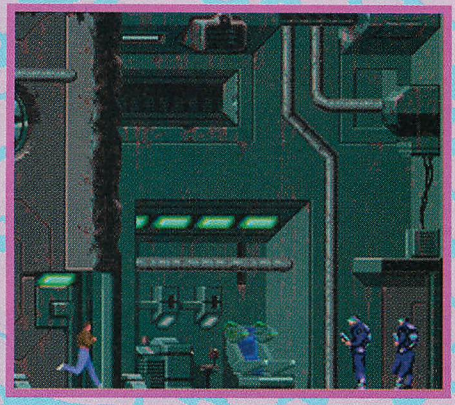
Version: IBM PC ($49.95)

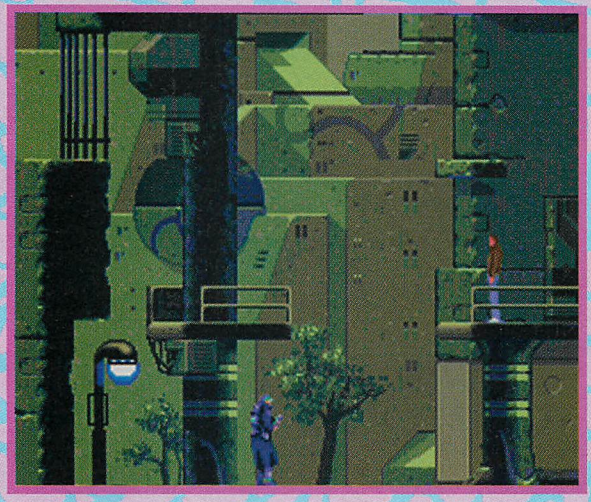
SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10



The March 1993 issue of this very publication had an extremely boring cover—hey, I'm a Contributing Editor, I can say these things—and an extremely cool Sega Genesis game reviewed inside: *Flashback*. That review was very complimentary. Sickeningly nice, even. And that's about how this review is going to be, too.

Flashback's story line cribs shamelessly from the movies *Total Recall*, *They Live*, *The Running Man* and many others. Conrad B. Hart is a scientist who dabbles in the art of molecular density analysis. With the help of a pair of molecular analysis glasses, Conrad learns that some of the people walking around Earth aren't people—they're aliens. The aliens would like to keep their existence—and their planned takeover of Earth—a secret, so they zap Conrad's memory and dump him in the jungles of Titan, one of Saturn's moons. It's here that you take control of Conrad and guide him through six levels of action, starting on Titan and ending at the aliens' home planet.

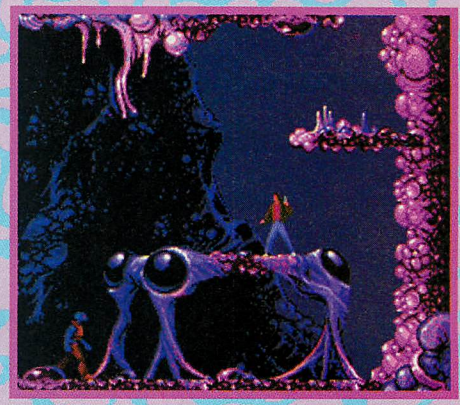




Conrad moves much like Lester Chaykin, the adventurous scientist in Delphine's previous game *Out of This World*, but he's got more moves than Lester. Various button presses cause Conrad to draw his gun (which is blessed with infinite ammo), run, jump, run and jump up to grab a high ledge or even hit the ground and do a shoulder roll. Every movement is smooth as silk, and you'll have plenty of fun just watching Conrad move—but you'll have even more fun watching the various death sequences.

There are save stations placed throughout each of the six levels. To save the game, you simply go to a save station. However, the save stations don't save to disk, only to RAM, and you only have ten seconds to restart from a save station if you die. The closest thing to a "permanent" save in *Flashback* is the password you receive at the end of each level.

The graphics are easily the best part of the game, from the backgrounds to the animation. The visuals are noticeably enhanced over the Genesis version, with more color and detail. The cinema intermissions are also longer than the Genesis version, with more scenes added to each. There are even a few enemies cribbed shamelessly from movies: the silver flying ball from *Phantasm* and a morphing alien very much like the T-1000 from *Terminator 2*. The programmers also included a completely useless "zoom" feature that blows up Conrad and the surrounding area like the magnification mode of a paint program. Blech!



The verdict: *Flashback* is another fantastic arcade/adventure game from the programmers at Delphine. The story line may be cut and pasted from a dozen movies, but the graphics, sound and game play are all first-rate. Highly recommended.

—Zach Meston

Strategic Simulations Inc.
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Sunnyvale, CA 94086
(408) 737-6800

EDITORS' RATINGS

CHRIS	1	2	3	4	5	6	7	8	**9**	10
MIKE	1	2	3	4	5	6	7	8	**9**	10

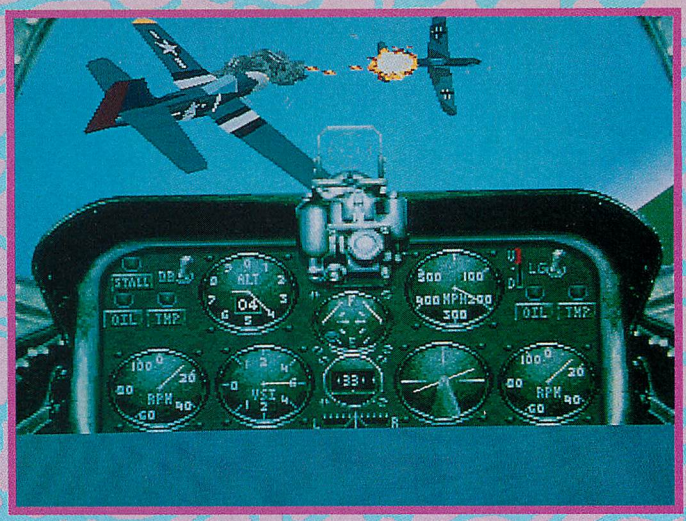
Chris disagreed with the reviewer and said the "zoom" mode was great. Mike enjoyed the PC version as much as the cart, but didn't see much of a difference.

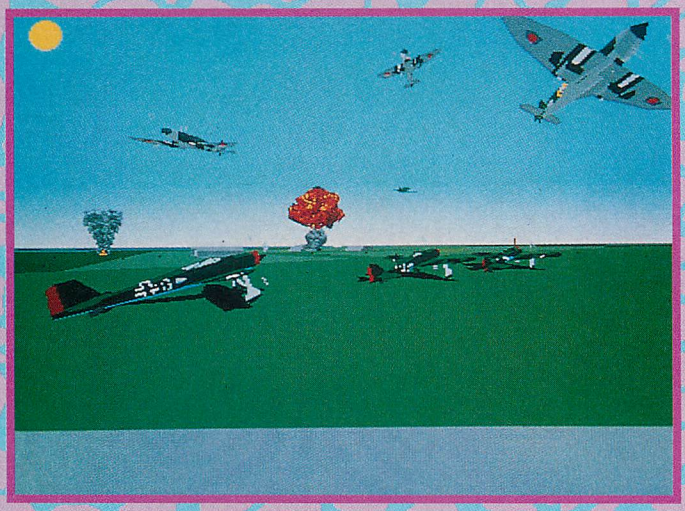
Aces Over Europe

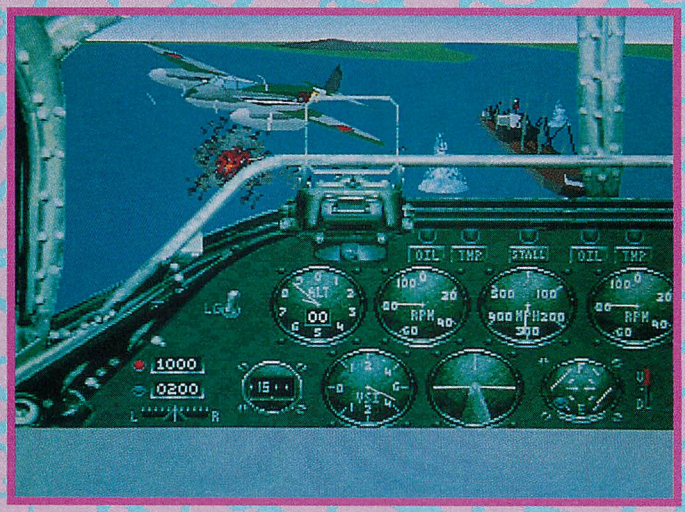
DYNAMIX

Version: IBM PC (N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							■			
GRAPHICS									■	
PLAYABILITY								■		
OVERALL								■		







Aces Over Europe is the latest in the long and successful line of Dynamix flight simulations. Those of you familiar with *Aces of the Pacific* will feel right at home. The play mechanics and options of *AOE* are nearly identical to *AOTP*, so much so that *AOTP* veterans can play most of *AOE* without ever opening the manual.

You can fly a single mission for the British, American or German air force or embark on a career that may span several years (provided you manage to stay alive, of course). In career mode, you can choose the initial campaign and squadron you start with based on the year you enter the service. Between flight missions, you might hear the latest gossip from your squad mechanic, read communications from Headquarters or possibly receive medals and promotions. Survive, and you'll witness the end of the war.

For those wanting instant gratification, the single mission options are numerous and highly customizable. Single missions include training, fighting famous aces, flying a single historic mission and so on. One of my favorite mission types is the Scramble, which begins with you sitting on the runway as enemy planes attack your base. Missions unique to *AOE* include Interdiction, which involves taking out heavily defended ground targets; Close Support (of ground troops); and Operation Crossbow, the destruction of the V-1 missiles and radar sites. The screen describing the mission is also an option editor, allowing you to select the type and number of planes in your flight, pilot abilities, the amount of cloud cover and which side (if any) has the advantage of surprise.

The move to the European theater adds several new graphics to the *Aces* engine. There are six new British planes, including Mosquitoes and Spitfires, and eight new German aircraft, such as Bf-109s and Ju-88s. Ground attack missions play a more critical role in *AOE*, and tanks, armored transports and other ground vehicle graphics have been updated accordingly. The mission map now includes a zoom feature that provides more detail on your route and has target information and reconnaissance photographs.

Besides the obvious graphic and mission changes, *AOE* includes a host of more subtle enhancements to the original *Aces* game, particularly to the flight model. *AOE* is not nearly as forgiving as *AOTP*; for example, stalls vary in severity and can be quite difficult to recover. Spins are now modeled in the simulation, and I found them to be the quickest way to end a promising career. If you exceed the speed limitations of the aircraft, you will often damage the controlling surfaces and gear, reducing the plane's performance characteristics.

The only area that hasn't been improved seems to be the sound. While the usual collection of machine gun bursts, engine whines and background music is fine, the use of digitized sounds would have been truly appreciated. Do we really need to "read" radio messages in this era of multimedia PCs? Be that as it may, *Aces Over Europe* provides the graphic and flight enhancements users have been clamoring for without detracting from the original *Aces*' main strength: a flight simulation that's easy to learn and fun to play.

—Jeffrey Tschiltsch

Dynamix
99 W. Tenth, Suite 337
Eugene, OR 97401
(503) 343-0772

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS									■	
MIKE								■		

Mike thought that there wasn't much of a difference between *AOE* and *Aces of the Pacific*. Chris said he was one of the players who got instant gratification.

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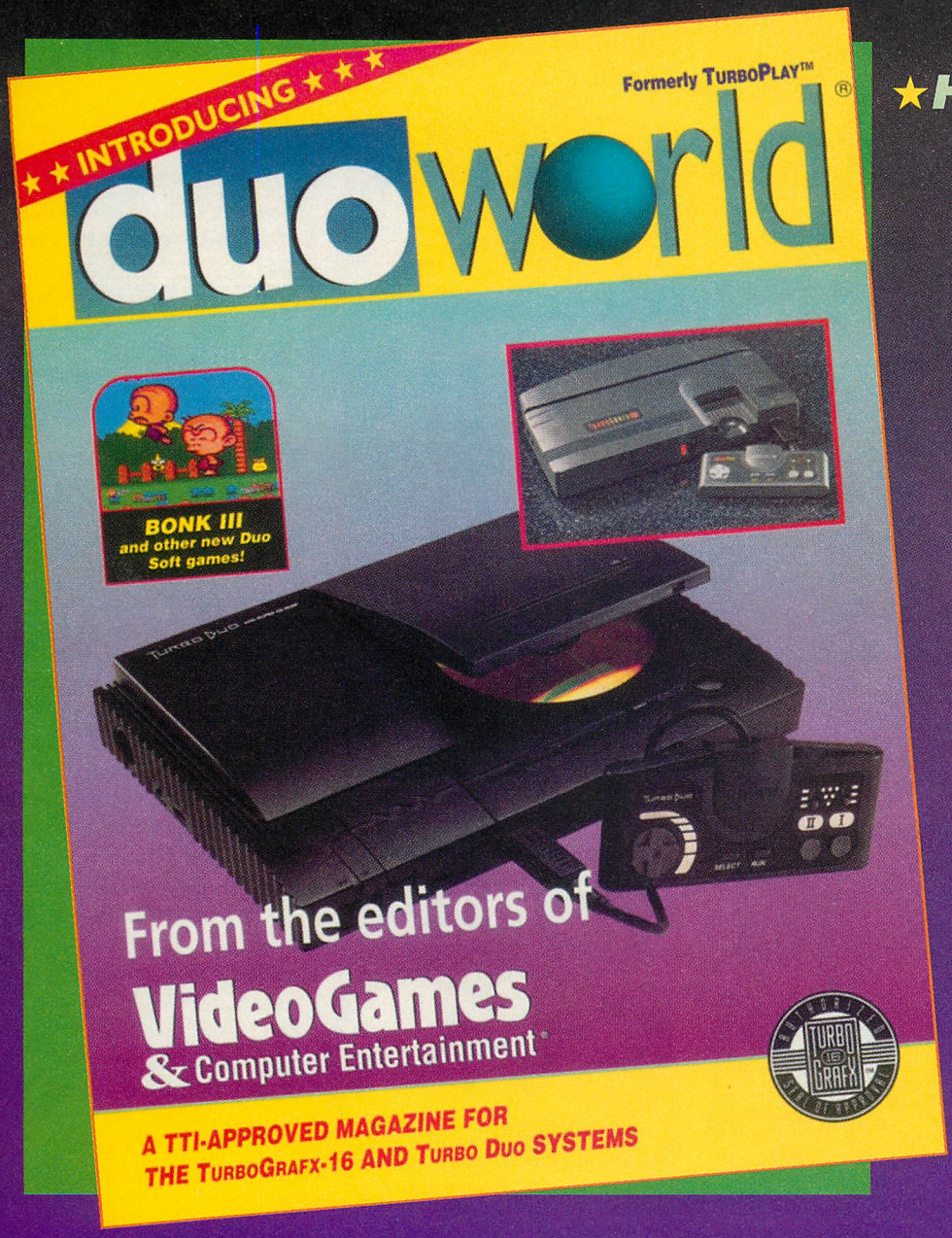

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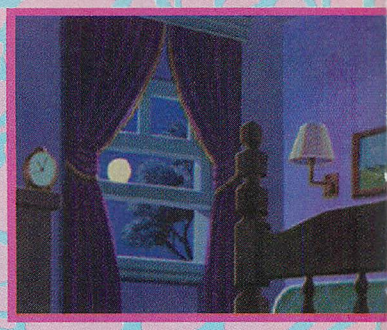
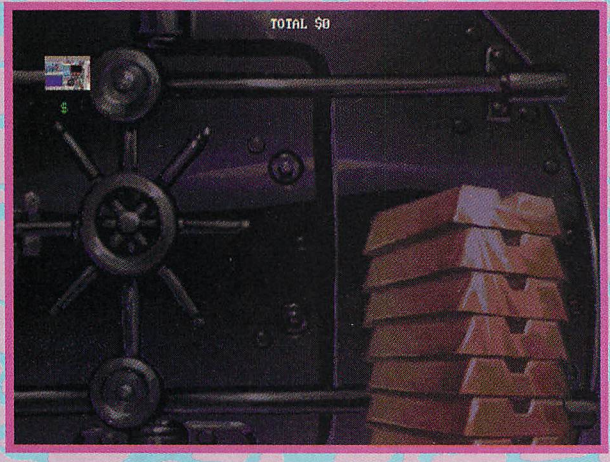
Rags to Riches

INTERPLAY

Version: IBM PC ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

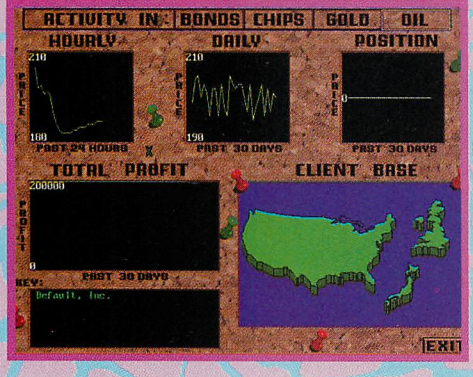


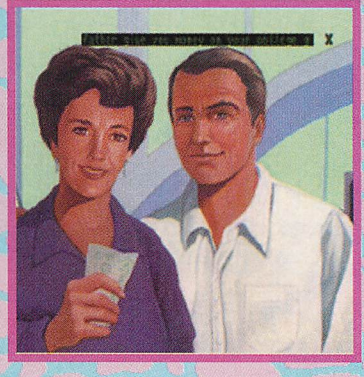


Rags to Riches is well designed, easy to learn and has a good interface and above average documentation. It is also, perhaps, a few years after its time.

This educational game puts the player in control of a stock-trading office. With money from his parents, the player is tasked with the goal of acquiring as many toys and as much position as possible. The box painting features a smiling broker with a plaque on his desk that reads: "Greed is good." Sound familiar?

The game supports 800x600 VGA, and the background paintings are pretty nice. The interface is mouse driven, and keystroke shortcuts are provided for many of the functions. There are only about four or five key things the user needs to do in the game, so game mechanics are easy to learn. It is proficiency that requires practice.





Rags to Riches simulates a year of time, with the game time ticking off five minutes for each second of real time. This makes the game move fast, forcing a sense of urgency into each day, but also providing a sense of completeness. In 1½ minutes per day, the player must check sources for market information, hire personnel, monitor and adjust his stocks, keep his health intact, rub elbows with insiders and, last but not least, go shopping! After a year, the game evaluates the player's progress and grades him. Users may select an environment in 1993 or the infamous 1929 crash.

Players can increase productivity by hiring employees. Apprentices help manage stocks, pit runners make the deals, insiders infiltrate organizations and lawyers lighten the wallet. (Just kidding—not!) Though expensive, lawyers and accountants will prove useful when the player's organization becomes successful enough to warrant investigations from the IRS or SEC (the Bill Gates experience?). Buying international offices allows 24-hour operation.

The game teaches lessons well. I discovered how small changes in stock prices could be significant if many shares are owned. I realized how important it is to read the papers each morning for industry news and to maintain good contacts. I was enlightened to concepts of not only buying and selling, but strategically "selling short." I now know my finance instructor was honest when he said, "You can make lots of money if you are willing to sacrifice your ethics."

Technically, there are few faults with this product. It is competently designed and the manual is filled with lively humor, making a dry subject approachable. The stock market model seems to work like the one in real life—even with an informant's help it can be unpredictable! Some interesting quirks did appear. The manual doesn't explain properly the way the gamer is supposed to follow newsstand and office copies of the newspapers.

It remains to be seen if the timing and attitude of this game will influence its sales. There is a feeling here like that of the "Poverty Sucks" posters. Currently, people are losing jobs at an alarming rate. *Rags to Riches* might have been more appropriate in the early '80s. Still, it is a creative piece of "edutainment."

—Bernie Dy

Interplay Productions
17922 Fitch Ave.
Irvine, CA 92714
(714) 553-6678

EDITORS' RATINGS

CHRIS	1	2	3	4	5	6	**7**	8	9	10
MIKE	1	2	3	4	5	6	7	**8**	9	10

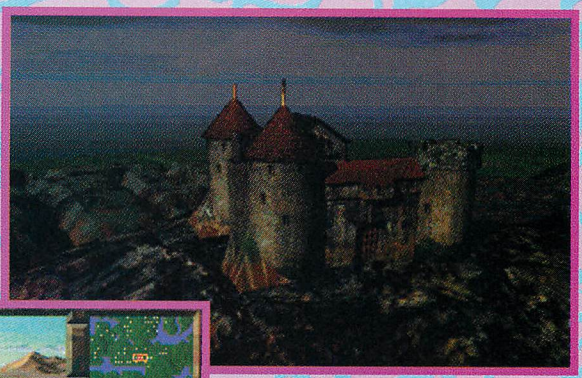
Mike thought it was an enjoyable stock market simulation that captured the spirit of the movie *Wall Street*. Chris felt that there was room for improvement.

D&D: Stronghold

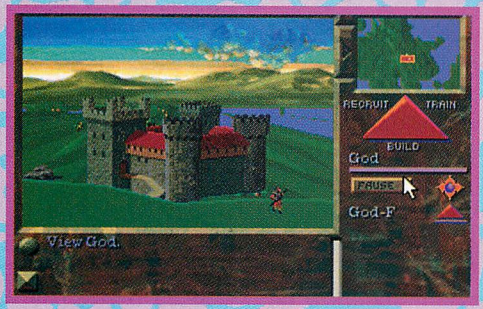
SSI

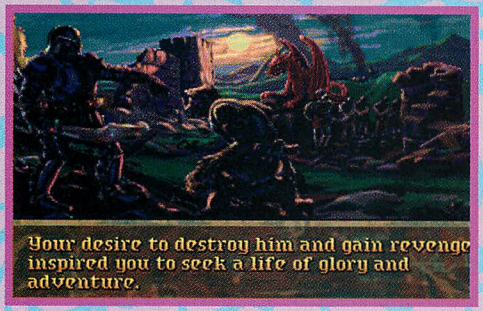
Version: IBM PC ($59.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								■		
GRAPHICS								■		
PLAYABILITY						■				
OVERALL							■			



Populous meets *Dungeons & Dragons* in *Stronghold*, SSI's new "kingdom simulator." It sounds like a neat idea, and, at first glance, it looks like one, too. I wanted to enjoy this game, but, after playing for awhile, I found *Stronghold* rather clumsy and tedious.





The first thing you do is choose a map and create a baron or baroness. This involves rolling and rerolling until you get the attributes you want for your character. Depending on the mix of attributes, you could make him or her a fighter, dwarf, mage, elf, thief, halfling or cleric. The attributes are: strength, intelligence, wisdom, dexterity, constitution and charisma.

The rolling process is fun the first time. I spent quite a bit of time trying to get the highest attributes I could, because each character's attributes determine the attributes of all of his or her followers. But there is the baron or baroness and then *four* more leaders to roll. When you have to do this for every new game, it gets old—fast.

After you roll each leader, you place his castle on the map. There is an overhead map view and a "postcard" view, which zooms in on the square that you have targeted on the map.

Looking at the postcard view is the best part of the game. It shows you little costumed guys running around through some beautiful polygonal scenery that changes with the seasons. The little guys build whatever you order them to, and each character class (elf, fighter, etc.) has a completely different and quite beautiful style of architecture.

You can adjust each little guy's activities. He can build, train for higher levels or recruit more little guys just like himself. He can do one of these activities or any combination.

At first, you want them all to build. They'll need lots of houses and farmland. Later, you can add marketplaces (to stimulate the economy), granaries (to store food for the lean winter), training halls (to reach higher levels faster), forges (for more powerful weapons) and so on. Each building costs you some gold, and, for more gold, most buildings can be upgraded.

As you are building your kingdom, the monsters are expanding too, and soon they will start to sneak in and attack. The only thing you can do when you see combat happening is look at that square in the postcard view and increase the "magnets" to draw more little guys to that square. You can't control the little guys in combat at all. Nevertheless, it is rather fun to watch them shooting arrows and firing off spells at the purple worms, skeletons and other D&D nasties.

There are also many things that I found clumsy about the game. Buildings start to deteriorate if a little guy leaves the screen or if combat occurs in that square. This means you have to scan all the settlements constantly to check for deteriorating buildings in need of repair.

Also, the only way to attack an enemy stronghold is to look at a postcard view of a square you want to move into, then increase the magnets to pull little guys there. You can't just move them, and they take forever and a day to walk where you want them to go.

But what I liked least about *Stronghold* is that every game involves the same old repetitive tasks, especially at the beginning. You've got to build all those houses and farmplots—every last little one. All of this makes *D&D: Stronghold* a nice idea that could have been executed better.

—Michael Fiske

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EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS							■			
MIKE							■			

Both editors thought that it could have been a little more exciting. Chris also said that it was good to see a D&D game with a modern interface.

Realms of Arkania

SIR-TECH

Version: IBM PC ($59.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							■			
GRAPHICS							■			
PLAYABILITY								■		
OVERALL							■			

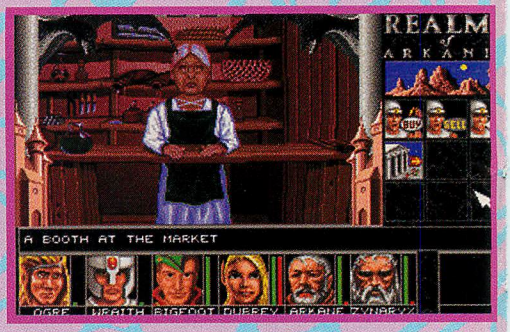
Realms of Arkania is a new fantasy role-playing game by Sir-Tech and is based on *Das Schwarze Auge*, Germany's most popular fantasy role-playing game. *Arkania* is the first in a series of games Sir-Tech plans to release using this new game system.

Arkania is a very detailed game, packed with features and options. Character generation is one of the game's strongest features. Each character can be assigned dozens of personal attributes and skill ratings. Unlike most RPGs, which add these features as "chrome," carefully selecting a character's specialized skills can pay off handsomely during the course of this game. Skills are determined at the start of the game and can be increased as the character gains experience, or the computer can be asked to do all the dirty work.

In fact, much of the game can be scaled to suit the player's level of experience. Experienced computer role-players will have lots of menus and features to play with, but those interested in a simpler and faster-paced game can simply turn off a lot of the advanced features, letting the computer handle most of the game's options.

Exploration is the heart of *Arkania*, so be prepared to do a lot of traveling in this game. There are dozens of cities and towns scattered across the game map, each with its own set of puzzles and personalities.

Each city and town has one or more "signposts." Enter a signpost, and *Arkania* displays a strategic map showing the various travel options available. Characters can move overland, where they will encounter the many dangers of the wild, or by sea between seaports.



Each city should be fully mapped and explored. Apart from the many dungeons and caverns found in the wilderness, cities also have hidden subterranean dungeons. The game offers basic auto-mapping, where locations such as inns and shops show up on a color-coded map, which is always just a mouse click away. But special areas (like hidden dungeons) still need to be manually noted on a piece of paper. Be sure to ask a lot of questions while exploring a city; barmaids and innkeepers often prove to be the best sources of information in the game.

The combat system is almost identical to the one found in *Darklands*. Combat occurs on a tactical grid. This grid represents a section of dungeon, a rowdy pirate's bar or the woods of *Arkania*. Characters and monsters move in turn to attack, to cast spells or to various special items. Combat can get pretty involved, so it's best to handle a few turns manually until the situation is under control, then let the computer take over to finish the job. The computer does a decent job of handling combat, but it does have a tendency to throw injured characters back into the fray, so use with care.

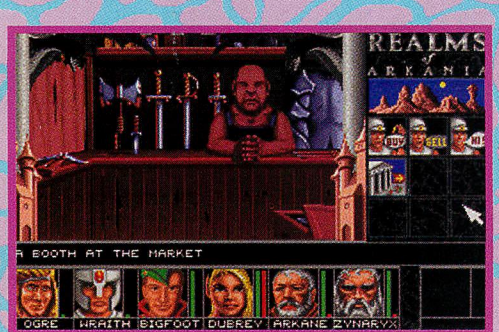
Arkania's graphics are functional at best and standard RPG fare. I couldn't help but feel that the graphics designers had *Bard's Tale IV* in mind when they did the city and dungeon graphics. Sound is decent and provides a nice backdrop during combat, with swords clanking and groans coming from tired fighters and dying monsters. The game can be played with a keyboard or a mouse, and a combination of the two makes the best interface.

Arkania comes with a Player's Guide full of information, a foldout map showing all the key areas of *Arkania* and a quick-start guide for those eager to get into the action. One word of caution: Be sure to read the Player's Guide from cover to cover; it does provide a certain number of key hints to get you started in the game.

Apart from the graphics, which could use some updating, *Arkania* is a fine addition to any computer RPG collection. Game two of the series is titled *Start Trail*, and should be out later this fall.

—Peter T. Szymonik

Sir-Tech Software
P.O. Box 245
Ogdensburg, NY 13669
(315) 393-6451



EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS						■				
MIKE							■			

Mike thought that the game employed backward 3-D graphics scrolling routine, but he liked the variety of spells available. Chris said it didn't stand out in a crowd.

Rules of Engagement 2

IMPRESSIONS

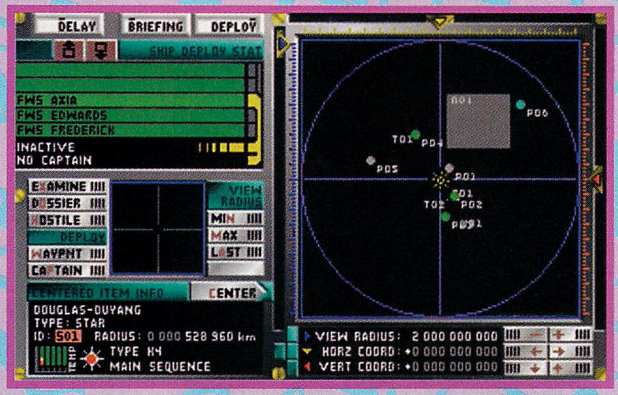
Version: IBM PC ($69.95)

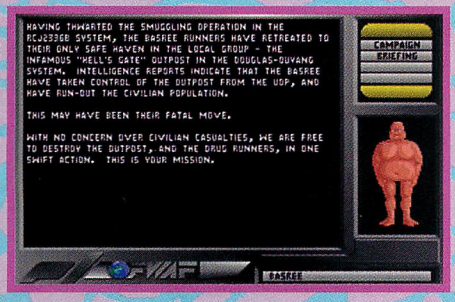
SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	**5**	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

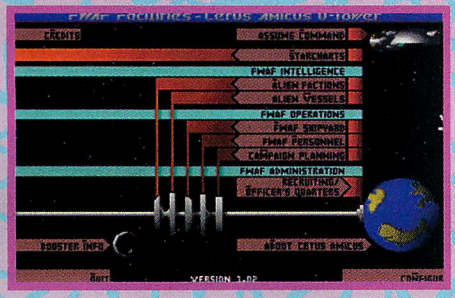
Rules of Engagement 2, Omnitrend's second module in the Interlocking Game System, puts you in the role of a fleet commander in service of the Federated Worlds. Through a series of real-time missions, you'll work your way through the ranks, gaining valuable experience for your in-game persona. Missions are given based on past successes and failures, and they range from simple cargo runs and escorts to full-scale operations and boarding maneuvers.

ROE2's main interface is the quad panel, where up to four independent control screens can be displayed on-screen, divided by a master control bar that runs vertically through the center. Each of the 28 unique quad panels serves as one of the different systems that compose the entire operation of a starship, and each may be called up with a click of the mouse (keyboard equivalents are available). From the Navigation Panel and Communications Console, to Tactical concerns, the quad panels help to break up the overall control of a ship into a modular approach. Favorite quad configurations can also be saved, and there's even the ability to call up a full-screen panel that addresses the most important functions in one large panel.

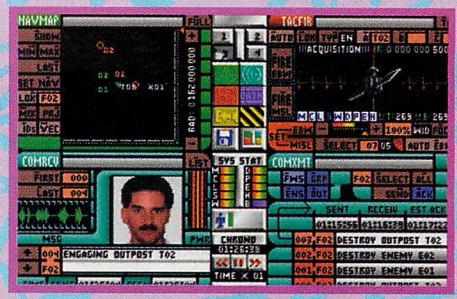
Ship-to-ship combat isn't an exercise is mindless attrition; different systems can be targeted, and multiple firing setups can be initiated to accommodate the current situation. For instance, lasers can be manually altered in intensity for pinpoint strikes against the nine primary systems on a ship, and, along with lasers, the use of conventional firepower in the form of missiles is available. Different missiles provide different results, which range from antidrive explosives to antipersonnel warheads.







Typical of in-depth strategy games, *Rules of Engagement 2* doesn't try to sell itself on its graphics. Though the graphics are certainly different from your typical strategy game, it's still a game where most of the images are better left to the imagination. Certain quad panels do provide simplistic graphical images (for instance, the tactical displays show targeted ships in a first-person perspective), but, beyond the infrequent, though excellent, animations, there's not much more to it. Sounds, on the other hand, are surprisingly good, with digitized voice-overs from the sultry onboard computer (a cosmic bitching betty, if you're familiar with flight simulators) and distinct sound effects during ship-to-ship combat.



Three manuals are included: "Fleet Operations" (the game's "true" documentation), "Builder" (explaining how to construct your own missions) and "Training." Unfortunately, the training manual does little to train anyone, simply raising more questions as to how and why the game operates the way it does. I don't usually consider myself a war game imbecile (well, not *usually*), but *ROE2* threw me for a loop for the first few hours. Only through trial and error with missions and flipping through the 160-page "Fleet Operations" manual at the same time (thank goodness for pause), did I finally figure out the mechanics involved.

Rules of Engagement 2 isn't for the novice strategist, but, if you enjoy complex strategic simulations on an operatic scale, this one will keep you entertained for a very long time.

—Danny Han

Impressions Software Inc.
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Farmington, CT 06032
(203) 676-0127

EDITORS' RATINGS

CHRIS	1	2	3	4	5	6	7	8	**9**	10
MIKE	1	2	3	4	5	6	7	8	**9**	10

Chris and Mike agreed that the artwork and audio were well done, but the user interface was extremely intimidating and not intuitive at all.

Wayne's World

CAPSTONE

Version: IBM PC ($49.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS								8		
PLAYABILITY								8		
OVERALL								8		

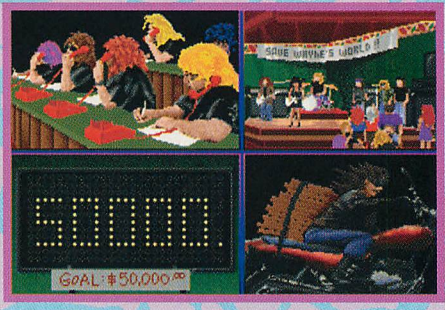
Wayne's World makes me hurl. NOT! Everyone's favorite headbangers have made it to the computer screen, and they're in trouble. Seems there's a money crunch at the Aurora city hall, and the mayor is going to cut off local access cable. Unless Wayne and Garth can come up with $50,000 in the next three days, they'll be taken off the air.

Obviously, Capstone's version of *Wayne's World* doesn't have anything to do with the movie, but then, if it followed the plot of the movie, there wouldn't be much reason to make a *Wayne's World* game, and even less reason to play one. What makes the game worth playing is getting to be Wayne and Garth (you can switch from playing one to playing the other at any time) and interacting with other characters as they would.

Much of what makes Wayne and Garth so much fun is their humanity; they're boneheaded, and their interests are somewhat less than intellectual (okay, they're downright crude), but, on the inside, their hearts are pure gold. The game doesn't tamper with the basic premise, and succeeds in large part because of it.

It took me about ten minutes to get the hang of the interface, which is entirely point-and-click. There's an icon strip at the bottom of the screen with functions for taking, using, dropping, giving and so on, along with switching from Wayne to Garth and vice versa. My favorite, though, is the icon for Extreme Close-up: It's a nice touch of fitting whimsy. The only thing I really had a problem with was figuring out how to get out of the basement—you have to use the exit, which I suppose makes sense, but it's certainly not intuitive (the documentation isn't much help—a fault shared by all too many games these days). Once you're out of the basement studio, you're presented with a map of the Aurora area, where you can select different locations to visit. Click on one, and you're whisked to it; I'd really rather have been able to drive around in the Mirthmobile, but you can't have everything.

The idea is to visit the various locations, pick up some objects, buy others and convince the people you meet to take part in a "pizzathon" to raise the necessary cash to keep local access going. The other characters are pretty standard, from the mad scientist to the punk babe behind the counter of a convenience store, though I do think they could have been given a little more personality. As it is, they're fairly predictable, and it's reasonably easy to figure out the right things to say to them to get them to go along with the pizzathon.



The graphics are standard adventure game style and more than adequate, if not outstanding. The loooong introduction uses animated images of Wayne and Garth, along with digitized clips of all of their very best catchphrases, from "party on" to "monkeys might fly out of my butt." I only wish the game itself had made better use of the sound clips.

Wayne's World isn't the greatest game that's ever been written, but it captures enough of Wayne and Garth and tosses in game play to make it well worth spending some time with. Party on, Wayne and Garth!

—Tom Malcom

Capstone
7200 Corporate Center Drive, Suite 500
Miami, FL 33126
(800) 468-7226

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS							7			
MIKE							7			

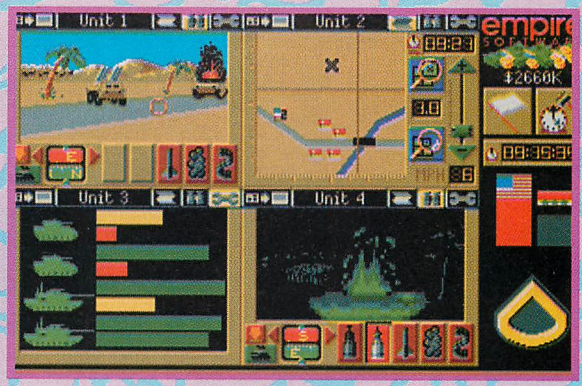
Chris mentioned that there seemed to be a limit to the number of items you can interact with. Mike said that this PC version was much better than its cart siblings.

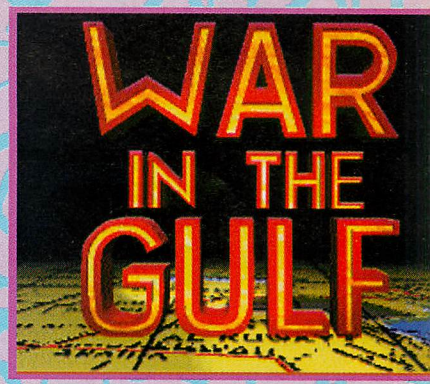
War in the Gulf

EMPIRE SOFTWARE

Version: IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10





If you're a fan of the war games *Pacific Islands* or *Team Yankee*, you'll want to snap up a copy of *War in the Gulf*, the latest tactical-level tank simulation from the designers of those aforementioned titles. The gaming interface is virtually identical to that of *Pacific Islands*, but this time you have a whole new series of scenarios to complete, each based on the Gulf War of 1990-91, but moved forward into the near future. As in *Pacific Islands*, you control up to 16 tanks, but rather than trying to retake the islands of the Yama Yama atoll, your mission now is to subdue Iraqi forces in Kuwait.

Before you transfer your troops to Kuwait, however, you must buy tanks and equipment. As in *Pacific Islands*, four types of tanks are available: the M1 Abrams, the M113, the M2 Bradley and the ITV. In addition, tanks can be armed with various weapons, including heat shells, SABOT shells, TOW missiles and smoke shells. If you like a hands-on approach to equipment purchasing, you can handle the whole deal yourself. But, if you want to get going quickly, you can choose the default setup, which instantly supplies you with vehicles and equipment, subtracting the cost from your cash.

With your four units (four tanks each) purchased and equipped, you next visit the briefing room, where a map of the battle area and an accompanying notebook apprise you of each mission's details. The notebook outlines your objectives, while their approximate locations are marked on the map. Finally, before entering the battle site, you can request artillery support and smoke bombing for specific locations at given times.

Then it's off to the battlefield, where you must control your four units of four tanks each. This may seem like a lot of tanks to handle at once, but each unit receives commands as a group; you don't have to command each tank individually. Several screen views are available for each platoon, including the 3-D first-person-perspective view, the map view (which shows an overhead shot of the area) and the status view (which displays the status of your tanks and crew). Zoom controls zoom in and out in the 3-D or map views. Using the zoom, you can view the entire map, zoom in close enough to see individual vehicles or view the area at several intermediate magnifications.

To better keep track of your tanks, you can have all four unit views up on the screen simultaneously. You can even have each unit showing a different map or area of the battlefield. If you want better control over a specific unit, however, you can magnify its quadrant to full-screen size. New controls in this view include a weapons firing panel, turret rotation compass, laser range finder, infrared view, zoom and more.

The map screen provides even more tank and screen controls. Here, you can set a unit's formation, speed and direction, as well as zoom in or out on the map display. This screen is especially useful for targeting enemy units. You just mark the unit with the map crosshair, and then return to the 3-D view, where clicking on the compass icon will swivel your turret toward the marked target. You also use the map cursor to set your platoon's next destination by clicking on the map.

Like its predecessors, *War in the Gulf* is an addicting war game featuring excellent graphics and sound effects, coupled with a well-thought-out design. Although the game may seem complex at first, the helpful tutorial in the manual will have you going within 40 minutes. After that brief startup, you can expect to spend many delighted hours teaching Saddam Hussein the military facts of life.

—Clayton Walnum

ReadySoft
30 Wertheim Court, Suite 2
Richmond Hill, ON
CANADA L4B 1B9
(416) 731-4175

EDITORS' RATINGS

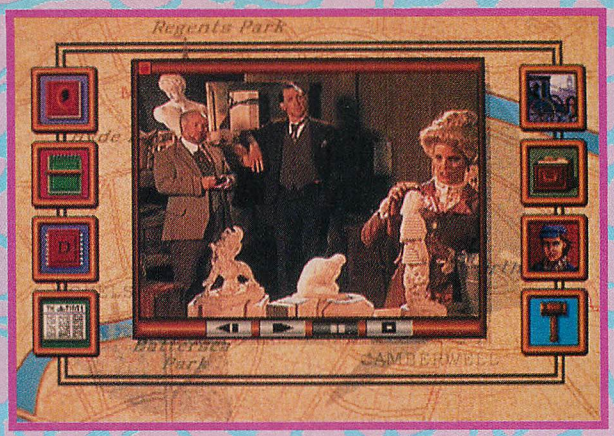
CHRIS	1	2	3	4	5	6	**7**	8	9	10
MIKE	1	2	3	4	5	6	7	**8**	9	10

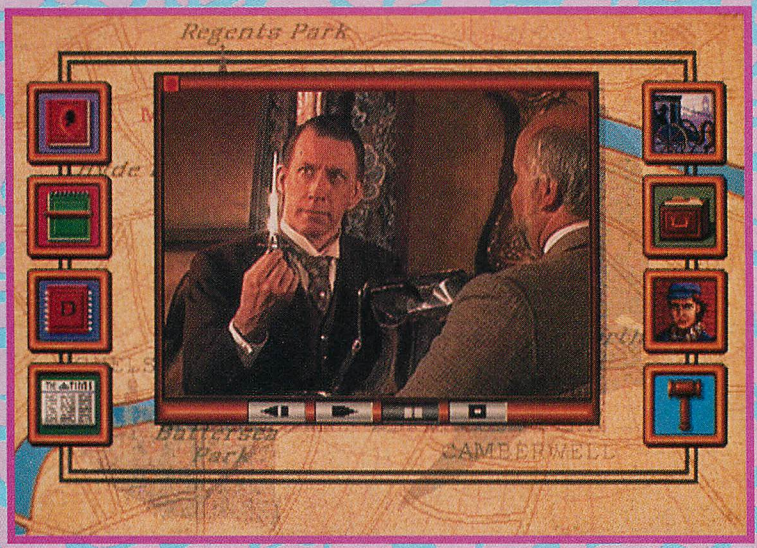
Chris disagreed with the reviewer about how long it took to get used to the interface. Mike thought that the poor intro was not a real indicator of the game.

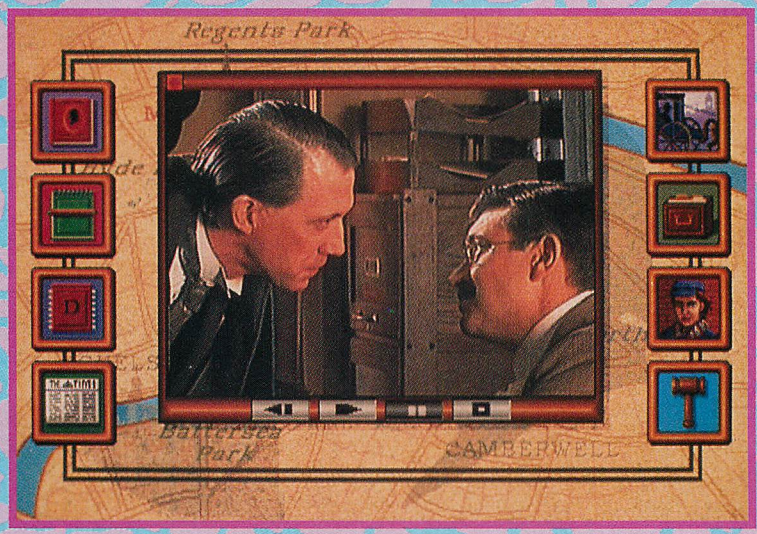
Sherlock Holmes, Consulting Detective Volume III

ICOM SIMULATIONS
Version: IBM PC with CD-ROM (N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							■			
GRAPHICS							■			
PLAYABILITY						■				
OVERALL						■				







"I say, Watson, we're being reviewed by that Meston fellow again."

"He wasn't very kind to us before, was he Holmes?"

"I dare say not, Watson. The little nit gave both the Sega CD and TTI Duo versions of *Consulting Detective Volume II* an overall rating of 5 in a recent issue of this publication."

"Perhaps he'll be a bit kinder this time around, Holmes?"

"Let's end this silly fictional introduction and see if you're right."

Regular *VIDEOGAMES* readers (who happen to be the coolest people on planet Earth) already know how I feel about *Sherlock Holmes, Consulting Detective* and what I consider to be its droll and unrewarding game play. So why are my ratings for this PC version higher than the ratings I gave the video-game versions? I'd love to tell you, but first, I have to explain the game play. (Well, I don't *have* to, but I should.)

As with *CD I* and *CD II*, the goal of *CD III* is to solve three mysterious—er, mysteries in 19th-century London. Solving the mysteries requires you to gather clues and test your powers of deductive reasoning. At the beginning of a case, you watch a full-motion video sequence with a few clues, then the main interface screen appears. There are seven icons to click on.

The *London Times* icon provides clues hidden in headlines and stories. The Notebook icon holds the names of people and locations you've compiled during the investigation. The Directory icon holds the names of all the people and locations in the game, so you can copy them into your Notebook.

The Travel, Holmes' Files, and Baker Street Irregulars icons let you investigate a person or place in three ways. Travel shows you a full-motion video clip; Holmes' Files shows you anything Holmes has on file; Baker Street Irregulars shows you a telegraph from a friendly group of street urchins who investigate certain things for you.

The Judge icon takes you to the courtroom, where you get the chance to answer a barrage of questions from (surprise!) the Judge. Answer his questions correctly and you've solved the case.

Okay, now the paragraph you've all been waiting for: why this PC version of *Consulting Detective* gets higher marks than the video-game versions. Firstly, the full-motion video. It's more colorful and smoother. Secondly, the interface, which works much better with a PC mouse than with a joypad. Thirdly, the score counter, which doesn't exist in the video-game versions. I still think the scoring system is completely silly, but at least the PC version tells you just how badly you're doing.

Sherlock Holmes, Consulting Detective is a better game on the PC than on video-game consoles, but it's still not that good to begin with. The full-motion video isn't enough of a game-play reward, and, once you've solved the three cases, that's it. But, hey, the series is up to volume three, so someone out there must like these games. Just be sure to look before you buy.

—Zach Meston

Icom Simulations
648 S. Wheeling Road
Wheeling, IL 60090
(708) 520-4440

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS							■			
MIKE							■			

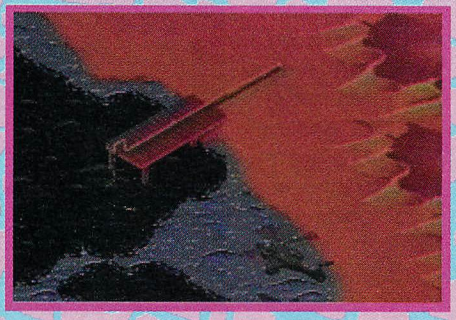
There was no fistfight between Chris and Mike about *Sherlock Holmes Volume III*. Both agreed that it was a good sequel, but really didn't show anything new.

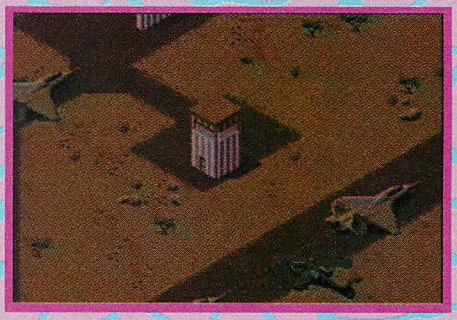
Desert Strike: Return to the Gulf

ELECTRONIC ARTS

Version: Amiga (N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10





In the May 1992 VG&CE, I was a puny freelance writer, almost a year away from receiving my promotion to the God-like position of Contributing Editor (which was earned thanks to a compromising videotape of a certain editor, but I digress). In that issue, I reviewed the Genesis version of *Desert Strike* and said, "A good, solid shoot-'em-up action game with a touch of strategy." Does the Amiga version live up to its Genesis counterpart? Darn tootin' it does.

The Gulf War-inspired story line is this: The evil madman General Kilbaba has invaded a small Arab country and threatens to start World War III. The United States decides to stop Kilbaba by sending in an Apache helicopter with the best pilot in the Armed Forces (that's you) at the controls.

There are four campaigns and a ton of missions in *Desert Strike*. Some of them are based on real-life events occurring during the Gulf War, such as rescuing a group of U.N. inspectors or destroying SCUD launchers, but most of the missions are of the seek-and-destroy type.

Your Apache helicopter is armed with the weak Chain Gun, small but powerful Hydra missiles and mega-whopping Hellfire missiles. You have almost 1,200 rounds of ammunition for the gun, but only eight Hellfires, so managing your ammo supply is rather important. (It helps that there are ammo crates liberally scattered around the terrain.)

Ammo's not the only resource you have to worry about. The Apache also has a limited supply of armor and fuel. Extra armor is earned by liberating hostages (or capturing enemy soldiers) and flying them to a landing zone. Extra fuel is earned by picking up fuel tanks, which are scattered around like the ammo crates.

You don't know the locations of all of the ammo crates and fuel tanks at the beginning of each campaign. To find them (along with other items like extra lives and armor repair units), you have to blow away abandoned houses, parked vehicles and other enemy structures. It's tons of fun to shoot everything in sight—and it's necessary in order to win.

Desert Strike's graphics are a healthy mix of digitization, rendered objects and hand-drawn graphics. The visuals surpass the Genesis version, with additional ground detail and bigger and better explosions. Some explosions are so big that the screen whites out for a second. *Awesome!*

The sound and music are excellent. There are several sample-heavy songs throughout the game and more sound effects than the Genesis version. For example, when you're close to a POW, he yells, "Help!" and "Over here!" to get your attention. (Funny how the American POWs sound like the British programmers of the game, though.)

Speaking as an Amiga lunatic (I own three of the buggers), it's great to see Electronic Arts convert its finest console games to my favorite computer. *Desert Strike* is EA's best conversion yet, with outstanding graphics, sound and game play. It's definitely worth every Amiga owner's time and money. So, Electronic Arts, where's the Amiga version of *NHLPA Hockey '93*?

—Zach Meston

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525

EDITORS' RATINGS

CHRIS	1	2	3	4	5	6	7	8	**9**	10
MIKE	1	2	3	4	5	6	7	**8**	9	10

Mike said that it was always good to see an excellent game for the Amiga nowadays. Chris thought it was a great conversion of the memorable Genesis/SNES carts.

Aide De Camp

HPS SIMULATIONS

Version: IBM PC ($79.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC			■							
GRAPHICS			■							
PLAYABILITY							■			
OVERALL					■					

Aide De Camp isn't a game, it's a powerful utility that gives you the ability to computerize any board war game or to create your own board war game and play the game with other players via electronic mail. It's also a war gamer's dream come true. Now if only it wasn't weighted down with nightmarish graphics and programming....

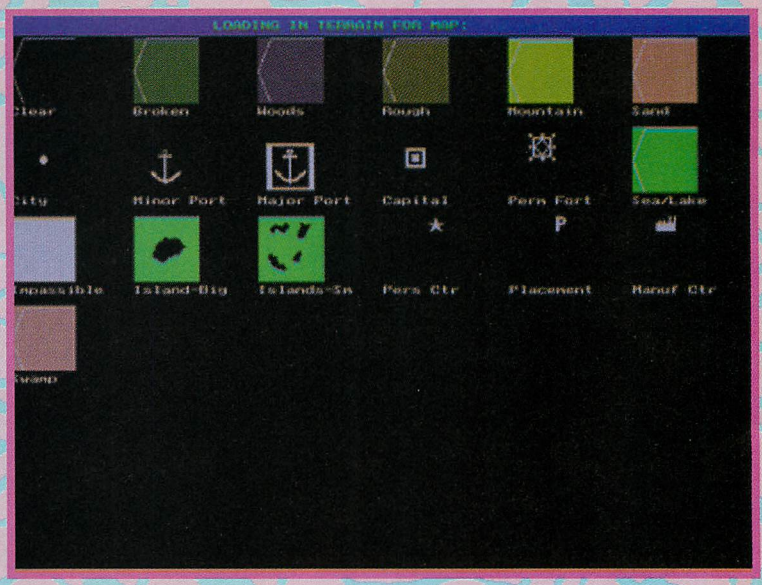
Aide De Camp doesn't include any ready-made games, so a game has to be converted or created, and a copy of the newly made game has to be given to each player. (Each player must also have a copy of *Aide De Camp*.) As a player takes his turn, his actions are electronically recorded and saved as a data file. He then sends the data file to the next player, using a modem or the mundane method of popping a disk into an envelope and mailing it. The second player studies the first player's moves (to make sure he didn't cheat; *Aide De Camp* doesn't flag most illegal moves since it doesn't keep track of all the rules) and then takes his own turn. Back and forth the data files go until one player wins.

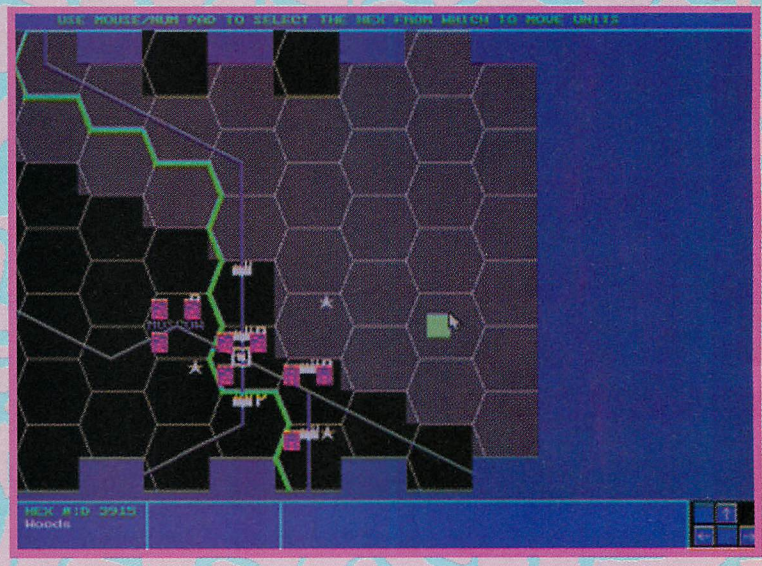
Creating a game is done in several steps. First, the map pieces and counters are created with the Stone Age paint program built into *Aide De Camp*; pictures cannot be created with *Deluxe Paint* or other programs and then imported. Each map piece or counter must be drawn at three sizes, since *Aide De Camp* has three zoom levels. When the drawings are finished, the map is assembled, hexagonal piece by hexagonal piece. *Aide De Camp* can handle up to 30,000 hexes in one game, and up to ten different maps can be displayed at once. After the map is complete, the counters are placed and the carnage begins.

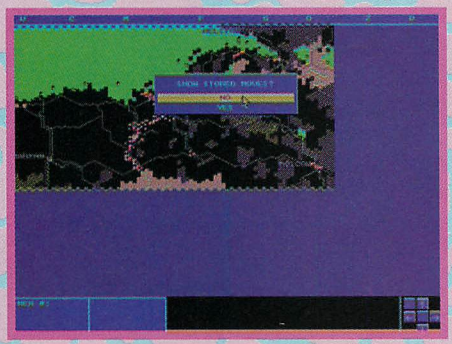
Now for the bad news. The packaging is terrible. The instruction manual is terrible. The tutorial is terrible. The graphics are only 16-color, and every one of them is terrible. Of course, war gamers aren't looking for flashy graphics and sound—if they were, they wouldn't be playing war games—but everyone appreciates a pretty picture. Not to be too nasty, but *Aide De Camp*'s graphics would have been lame five years ago, much less today, with Super VGA cards as the standard. Worst of all, the heart of *Aide De Camp*—the interface—is so user-*un*-friendly that it spits and growls at you when you start the program. It will take the most dedicated player plenty of time and effort to come to grips with this beast.

Even with its incredible amount of faults though, *Aide De Camp* has enough potential to appeal to a wide range of players. Board war gamers can computerize their favorite games. Would-be game designers can create and play-test their games. Average Joe war gamers like myself can simply play and enjoy the variety of great war games to be licensed and released for *Aide De Camp*. Let's just hope that *Aide De Camp* does so well that HPS has no choice but to release a heavily revamped version with 256-color graphics and an improved interface.

—Zach Meston







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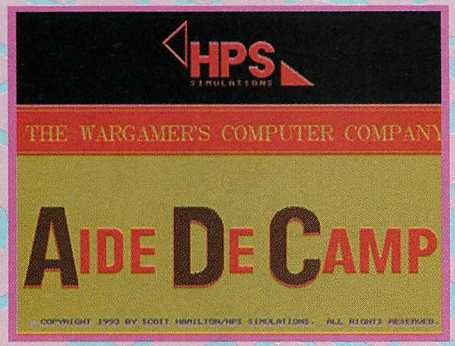

EDITORS' RATINGS

	1	2	3	4	5	6	7	8	9	10
CHRIS							■			
MIKE							■			

Both editors agreed that you have to look at the *potential* value of this product underneath the substandard audiovisual elements. It could be a war gamer's dream.

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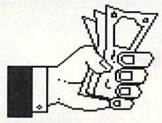

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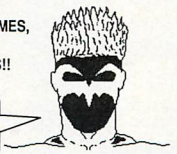

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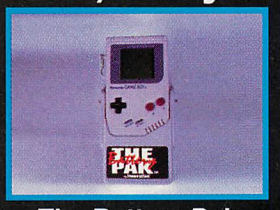
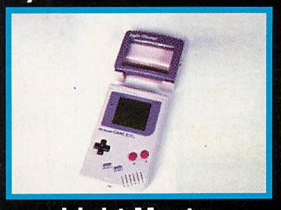
Solar Charger
Solar powered rechargeable battery pack for Game Boy.



The Battery Pak
Rechargeable battery pack and amplifier for Game Boy.



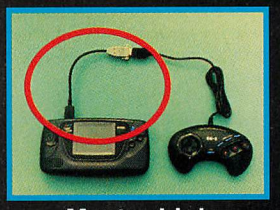
Light Master
Light/ Magnifier for Game Boy.

The Case
Protective 'play while you carry' case for Game Boy.

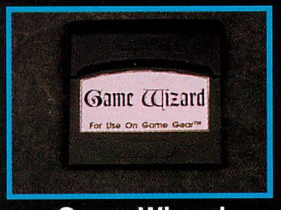
For Game Boy

Master View
Screen magnifier for Game Gear

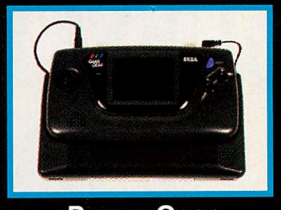
Solar Gear
Solar powered rechargeable battery pack for Game Gear.



Master Link
Connects a Sega controller to Game Gear for 2 player simultaneous game play.



Game Wizard
Like Game Genie and Pro Action Replay, only better!

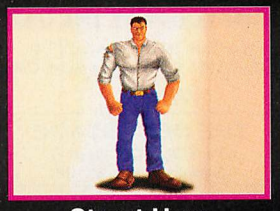


Power Gear
Rechargeable battery pack and amplifier for Game Gear.

For Game Gear

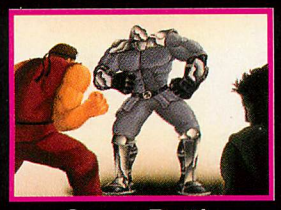
Cave Dude
Club your way through 24 levels of Stone Age action!

Dooley The Dinosaur
Join Dooley, the cool dinosaur, through 4 worlds of prehistoric fun!



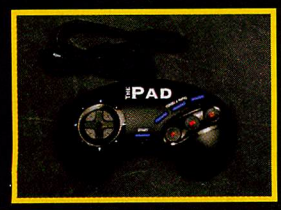
Street Hero
Action / Fighting game. 4 Megs of awesome graphics!

Wonder Kid
24 levels of fighting, skateboarding and just plain fun!

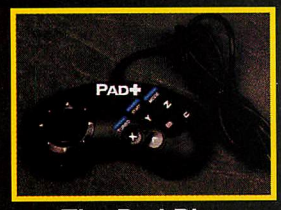


Street Battle
The 1st simultaneous 2 player fighting game to be Master Link comptatble!

For Genesis

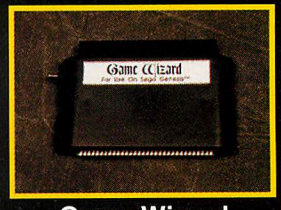


The Pad
Programable Auto/Rapid fire & slow motion, with LED display.

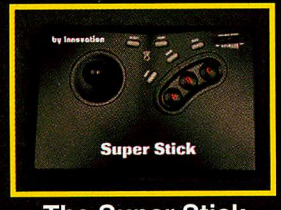


The Pad Plus
New 6-button control pad with Auto/Rapid fire & slow-motion.

Super Pad & Remote
The ultimate remote control pad with rapid fire and 40 foot range!



Game Wizard
Like Game Genie & Pro Action Replay, but it works with X-Men!



The Super Stick
Rapid fire joystick for Genesis & TurboDuo. Remote control optional.

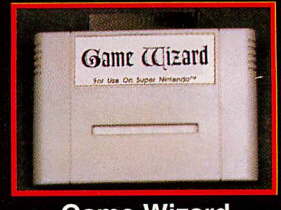
For Super Nes

The Pad
Auto/Rapid fire control pad with slow motion for SNES

Super Pad & Remote
The ultimate remote control pad with rapid fire and 40 foot range!

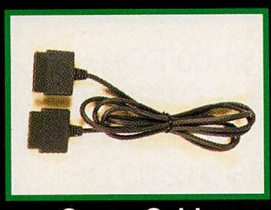
The Stick²
The only 6 button joystick that works on SNES & Genesis!

The Contender
The only control pad with all 6 buttons on the face of the controller

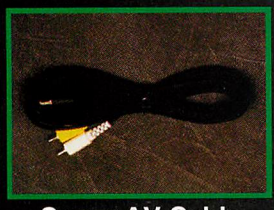


Game Wizard
Similar to Game Genie, only you can program your own codes!

Miscellaneous

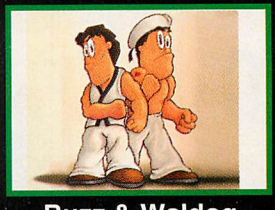


Super Cable
6 foot controller extension cable. Available for SNES and Genesis.

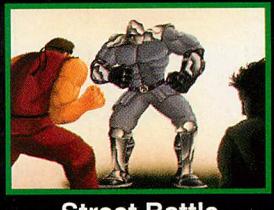


Super AV Cable
Audio/Video cable for original Genesis systems.

Super Pro
Turns any SNES or Genesis controller into a programable one.

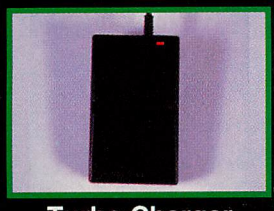


Buzz & Waldog
24 levels of wacky adventure! For Nintendo Entertainment System

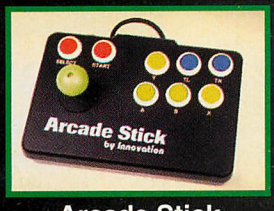


Street Battle
5 Meg Action/Fighting game! For Nintendo Entertainment System

Miscellaneous

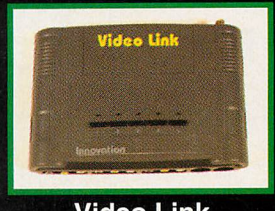


Turbo Charger
Rechargeable battery pack. Models availble for most handhelds.

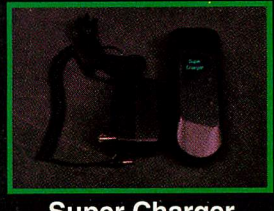


Arcade Stick
Multi-system joystick for Genesis, SNES, Neo Geo, & Turbo Duo!

Ultra Stick & Ultra Pad
Remote control multi-system controllers for SN, GN, NG, & TD



Video Link
Video command center to organize multiple systems.



Super Charger
Rech. battery pack for Game Gear, Game Boy, Lynx, & Turbo Express!

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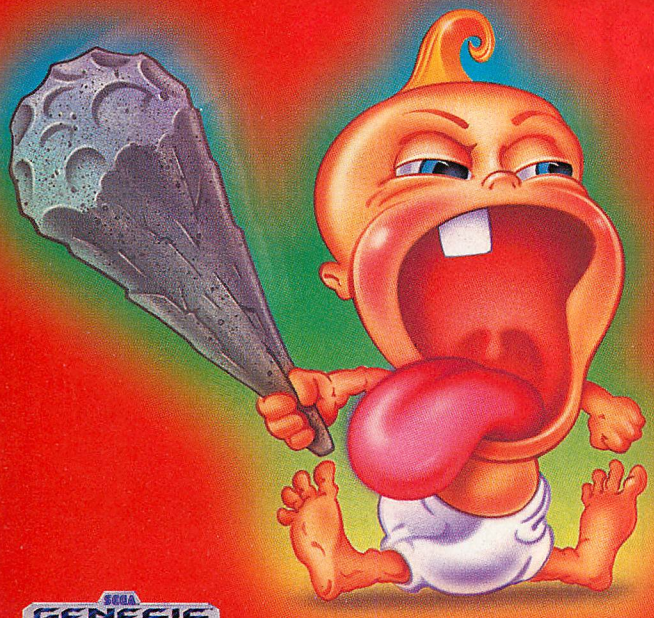
Chuck Rock II
son of chuck™

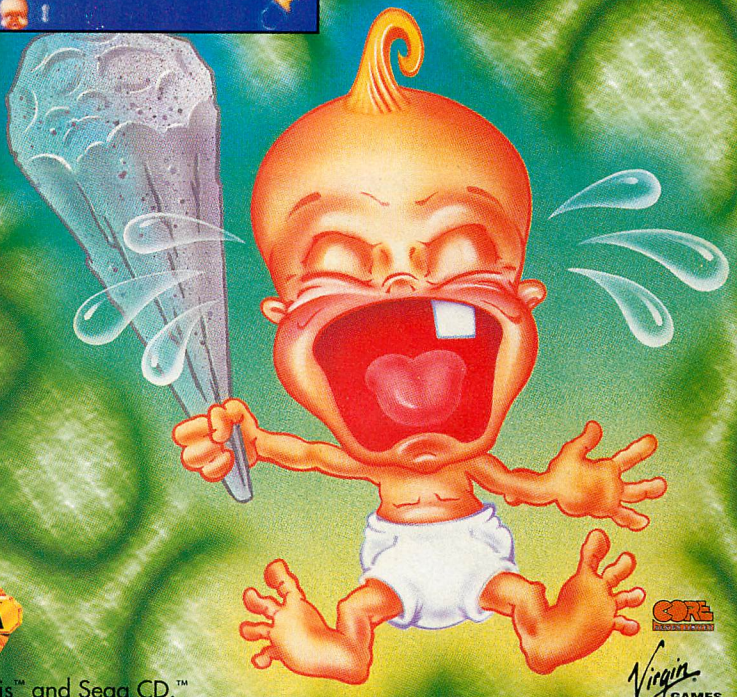
To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?

Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!

Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!

Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wail too if you could get a whiff of Sergei's armpits.





SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

CORE DESIGN

Virgin GAMES

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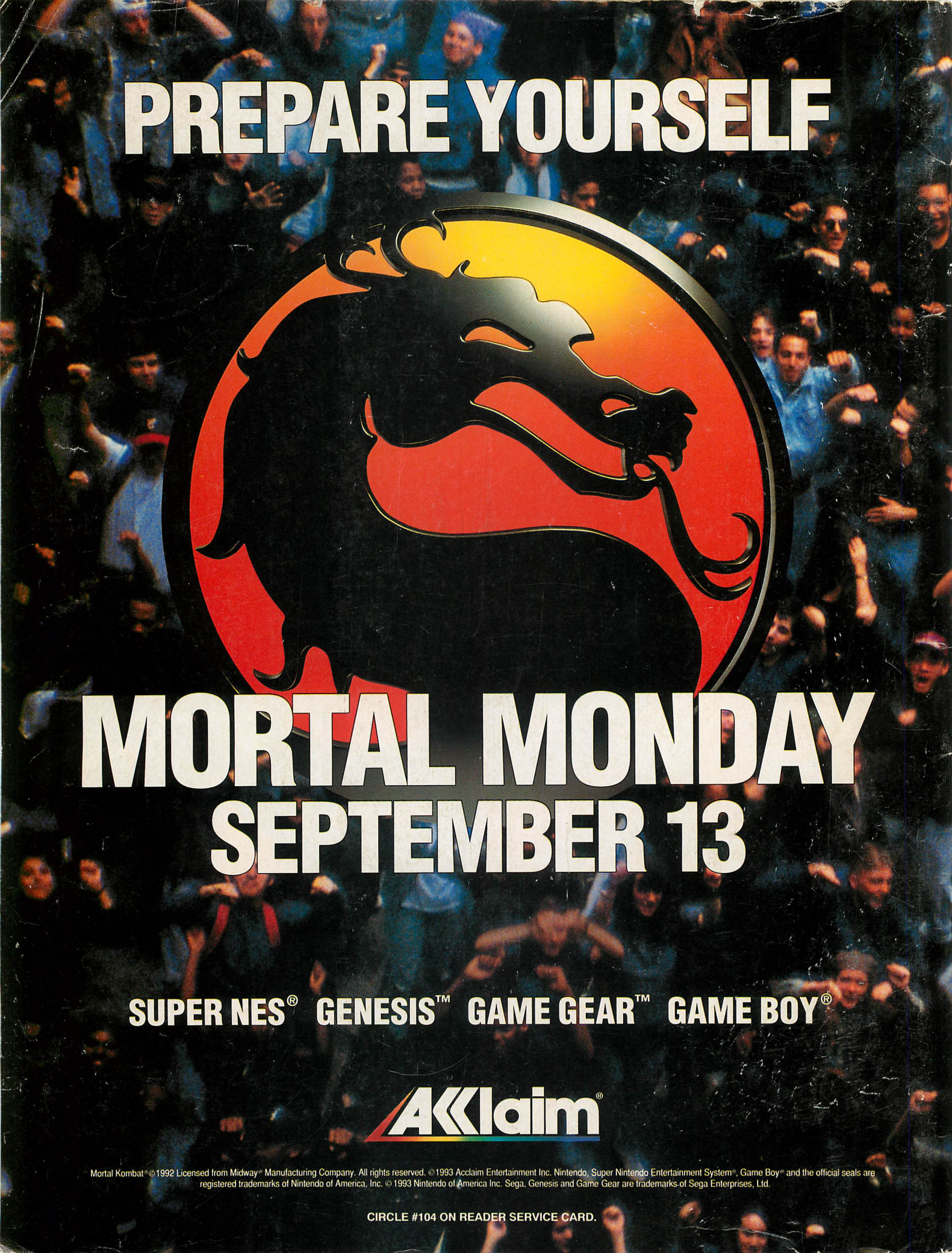

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